

LEAGUE MANAGEMENT COMMITTEE (LMC)

(If no dialling code shown the telephone number is a Leicester one, code 0116)

CHAIRMAN:

Mike Thornton 3, Frome Avenue, Oadby LE2 4GB ☎ 2710865 michaelathornton@talktalk.net

SECRETARY:

Position Vacant

FIXTURES SECRETARY:

Martin Burrows, martinpburrows@hotmail.com

RESULTS:

To be submitted in electronic form to the LRCA Web site (www.lrca.org.uk);

Results webmaster: Stewart Gordon smjg@iname.com

LRCA webmaster: Mike Salisbury mike.salisbury@hotmail.co.uk

COMMITTEE MEMBERS:

Bob Wallace (Junior chess) ☎ 01572 756828 (h) 07711 957142 (m): robwallace.bob@gmail.com

Andy Morley (Congress) ☎ 2831488; a.morley953@btinternet.com

John Pattinson, ☎ 2386758; chess.thurnby@gmail.com

Iain Dodds, (Summer Cups) ☎ 2889952, iain.dodds@dwp.gsi.gov.uk

Stewart Gordon (Grading Officer), smjg@iname.com

Mike Salisbury ☎ 2874556 mike.salisbury@hotmail.co.uk

Graham Booley, (County teams) ☎ 01509 816974, gbooley@acecleaningcompany.co.uk

Bob Collins 7 Fir Tree Close, Wigston LE18 1JD ☎ 2812712 bobcollins@uwclub.net

LEICESTERSHIRE & RUTLAND CHESS ASSOCIATION OFFICERS

CHAIRMAN: Mike Salisbury (see above)

SECRETARY: John Pattinson (see above)

TREASURER: Bob Collins (see above)

COUNTY TEAMS

CHAIRMAN & Open Captain: Graham Booley ☎ 01509 816974 gbooley@acecleaningcompany.co.uk

Under 100 Captain Paul Mottram ☎ 01572 823918 chess@paulmottram.com

LRCA LIFE VICE-PRESIDENTS

B.N. Beasley, M. Mason, P.C. Gibbs

ECF COACHES & ARBITERS

Peter C. Gibbs (01455 440236) Arbiter and Coach; International Arbiter for the International Braille Chess Association; Sean Hewitt (07883 495758) Arbiter.

DIRECTORY OF CLUBS 2016-2017

Here are the available contact details for club officers and team captains at the time of going to press: additions/changes will be found on the LRCA Web site. Brief directions to difficult venues are provided, and notes on refreshments. Telephone numbers without codes are Leicester numbers (code 0116). All playing venues are NON-SMOKING areas by FIDE law. Notes - ☎: Club that may use *digital* clocks during the 2016-17 season (see Advice to Captains).

ASHBY IVANHOE ☎ Thursday 7.30 pm
Ivanhoe Social Club, Wilfred Place, off Bath Street, Ashby LE65 2GW. 01530 412438
Secretary: Richard Vann, ☎ 01530 456921 (h); 07974 385576 (m); richardpv2005@yahoo.co.uk
1st Team Captain: Alan Agnew, 07434 286893 (m).
2nd Team Captain: Christopher Tipper ☎ 01455 823348 (h) chris@candptipper.plus.com
3rd Team Captain: David Reynolds, ☎ 01530 411710, 07968 064581(m);
David@ashbychess.eclipse.co.uk
4th Team Captain: Neil Roberts, ☎ 01530 455957 (h), 07804 743471 (m); njhammer@ntlworld.com
5th Team Captain Neil Roberts, ☎ 01530 455957 (h), 07804 743471 (m); njhammer@ntlworld.com

HEATHCOTE ARMS ☎ Fischer 3 hour Tuesday 7.30 pm
The Heathcote Arms, Hill Street, Croft, LE9 3EG
Secretary: John Manger, ☎ 07977 440291; john_manger@yahoo.co.uk
1st Team Captain: Graham Booley, ☎ 07713 984565 (m); graham@acecleaningcompany.co.uk
2nd Team Captain: Pete Harrison ☎ 07931 243365; peterkevanharrison@googlemail.com
3rd Team Captain: Ray Beach ☎ 07908 868003; beachfamily@talktalk.net
Licensed premises, bar available

BRAUNSTONE ☎ Fischer 3 hour Tuesday 7.30 pm
Civic Centre, Kingsway, Braunstone Town, LE3 2PP
Secretary: Position vacant
1st Team Captain: Jim Bingham ☎ 01455 286805 jim.t.bingham@btopenworld.com
2nd Team Captain: Mike Salisbury ☎ 2874556 mike.salisbury@hotmail.co.uk
3rd Team Captain: Tony Robinson ☎ 2694078, 07976 212691 (m) anntony21@btinternet.com
4th Team Captain: Guy Closs ☎ 2662592; karencloss@btinternet.com
5th Team Captain: John Oliver ☎ 2717079; johnaoliver@hotmail.com
Licensed premises: bar available

HINCKLEY Thursday 7.30 pm
Burbage & District Constitutional Club, Canning House, 64 Church Street, Burbage, LE10 2DE
Contact: Peter Gibbs, peterandcelia@ntlworld.com

KIRBY CASTLERS 2 hour 40 Thursday 7.30 pm
Kirby Muxloe Bowls Club, Station Road, Kirby Muxloe, Leicester LE9 2EN
Next to the Library and Village Hall
Secretary: Jim Cowley, ☎ 2393002 07807 127142 jimmyjoecowley@hotmail.com
1st team Captain: Paul Gray ☎ 2393140 (h) 07526 628834 (m) pmg.gray@btinternet.com
2nd team Captain: Jim Cowley, ☎ 2393002 07807 127142 jimmyjoecowley@hotmail.com
3rd team Captain: Ray Townsend ☎ 2386379 07717 235638 inca214338@btinternet.com

LATIMER Thursday 7.30 pm
Latimer Ward Conservative Club, Surrey Street, Leicester, LE4 6FG
Secretary: Brian Slater, ☎ 2872761; slaterbrian@live.co.uk
1st Team Captain:
Licensed premises: bar available, food sometimes. Food and drink not to be brought into the Club.

LEICESTER UNIVERSITY ☎ Fischer 2 hour 40 Wednesday 7.15 pm
University of Leicester, University Road, Leicester, Attenborough Building: LE1 7RD
or Bennett Building: LE1 7RH
Secretary: Alex Bolam ☎ 0786 4143303 ab784@student.le.ac.uk
1st Team Captain: Andy Smith ☎ 0783 3384423 aps28@le.ac.uk
2nd Team Captain: Christian Albertelli ☎ 07447 008034 ltpl1@le.ac.uk

LOUGHBOROUGH 📶 Fischer 3 Hour Wednesday 7.30 pm
Fennel Street Club, 20 Fennel Street, Loughborough, LE11 1UQ
Secretary: Terry Adcock, ☎ 01509 269910; tadcoc7@aol.com
1st Team Captain: Glyn Ward, ☎ 01332 850019 (h), 07985 028463(m), Cheesewright@btinternet.com
2nd Team Captain: Terry Adcock, as above
Licensed bar in building.

MARKET HARBOROUGH 2 hours 40 minutes Thursday 7.30 pm
Catholic Club, 40 Coventry Road, Market Harborough, LE16 9BZ
Secretary: Romili Illersic, ☎ 01858 432065 (h) [email address C/O thomsonfam@aol.com](mailto:thomsonfam@aol.com)
1st Team Captain: Romilly Illersic, As Above
Licensed premises: bar available.

MELTON & RUTLAND 📶 3 hour Wednesday 7.30 pm
Melton Mowbray Conservative Club, Thorpe End, Melton Mowbray, LE13 1RB ☎ 01664 562039
When using SATNAV put in house number 6 as postcode goes to other end of the street
Secretary: Peter Poolan, ☎ 01664 482304; 07879 453754 (m) peter.poolan@ntlworld.com
1st Team Captain: John Denton, ☎ 01664 560870 (h) 07956 409088 (m); john.denton4@ntlworld.com
2nd Team Captain: Shaun Cope ☎ 01664 859473 (h) 07880780668 (m) shaunandoksana@gmail.com
3rd Team Captain: Bob Wallace ☎ 01572 756828 (h) 07711 957142 (m): robwallace.bob@gmail.com
4th Team Captain: Peter Poolan, as above
5th Team Captain: Paul Mottram ☎ 01572 823918 (h) 07989 151175 (m); paul@paulmottram.com
Visitors must sign in; steps at front door. Disabled access is via the rear of the building.
Licensed premises, bar available.

OADBY 2 hour 40 minutes Thursday 7.30 pm
13 Holmfield Avenue, Leicester LE2 2BG
Secretary: Dr. Don Candlin, ☎ 2712924 (no e-mail)
1st Team Captain: Mike Thornton, ☎ 2710865; michaelathornton@talktalk.net
Match venue only

RED ADMIRAL 📶 Wednesday 7.30 pm
The Red Admiral, 163 Station Road, Broughton Astley, LE9 6PU (in the skittle alley)
Secretary: Stan Parsons ☎ 01455202351, 07849 269550, stanparsons@hotmail.co.uk
1st Team Captain: As Above
Licensed premises; no disabled toilet facilities.

SHEPshed ROOKS 📶 2 hours 40 minutes Thursday 7.15 pm
Hind Leys Community College, Forest Street, Shepshed LE12 9DB
Sec: David Farrall, ☎ 01509 844437; ☎ 07771 139032 djfarrell@talktalk.net
1st Team Captain: Andrew Toothill, ☎ 01332 833293; a.toothill@talk21.com
2nd Team Captain: Robert Henfrey, ☎ 07949 725090(m); roberthenfrey@btinternet.com
Drinks machine (and **very** occasionally a bar) available in same building. NB Matches must finish by 10 pm.

SYSTON 📶 Tuesday 7.30 pm
Syston and District Social Club, High Street, Syston, LE7 1GP
Secretary: Shabir Okhai ☎ 07914 666422 shabirokhai@gmail.com
1st Team Captain: As Above
2nd Team Captain: Rob Stone, ☎ 2418490; robertstone99@live.co.uk
3rd Team Captain: Reg Agger ☎ 2606613 ragger@talktalk.net
Licensed premises: bar available

THURNBY 📶 Wednesday 7.30 pm
Thurnby Memorial Hall, Main Street, Thurnby, Leicestershire, LE7 9PN
Secretary: John Pattinson, ☎ 2386758; chess.thurnby@gmail.com
1st Team Captain: Ray Burgess, ☎ 2418803; rayburgesschess@gmail.com

WIGSTON

Fischer 3 hours

Thursday 7.30 pm

Wigston Liberal Club, 82 Bull Head Street, Wigston, Leicester, LE18 1PA: car park on Kelmarsh Avenue

Secretary: Neil Beasley, ☎ 01455 274663; neilbeasley@care4free.net

1st Team Captain: Andy Morley ☎ 2831488 (h) 07769 721980 (m); a.morley953@btinternet.com

2nd Team Captain: Andy Morley, as above

3rd Team Captain: Rob van Stee, ☎ 2882263 (m) 0790 8273953; rob.vanstee@le.ac.uk

4th Team Captain: Ben Vaughan, ☎ 3320956 (m) 07469 207548; blueeyes27@live.co.uk

5th Team Captain: Ben Vaughan, as above

Licensed premises: bar available. Players with mobility special needs should contact the club in advance as the normal playing room is upstairs, and there is no lift.

LEICESTERSHIRE AND RUTLAND LEAGUE AND CUP TROPHY WINNERS, 2015 - 2016

	Winners	Runners-Up
League Division 1	Wigston 1	Syston 1
League Division 2	Melton Mowbray 1	Heathcote Arms 1
League Division 3	Leicester University 1	Braunstone 3
League Division 4	Heathcote Arms 2	Kirby Muxloe 2
League Division 5	Melton Mowbray 3	Leicester University 3
League Division 6	Braunstone 5	Red Admiral 1
Chapman Cup	Wigston	
Birstall Cup		
Harrod Cup		
Wylie Cup	Wigston	
George Winterton Cup	Melton	
Most Improved Junior	Milly Kotecha	

LEICESTERSHIRE COUNTY TEAM FIXTURES 2016-2017

The fixtures for season 2016 – 2017 are as follows:

Open

29 Oct	Leicestershire - Worcestershire
3 Dec	Leicestershire - Warwickshire
21 Jan	Nottinghamshire - Leicestershire
18 Feb	Lincolnshire - Leicestershire

U100

26 Nov	Leicestershire - Warwickshire
14 Jan	Leicestershire - Staffordshire
18 Feb	Nottinghamshire - Leicestershire

1st Team

Captain: Graham Booley 01509 816974 gbooley@acecleaningcompany.co.uk

Under 100 Team

Captain Paul Mottram ☎ 01572 823918 chess@paulmottram.com

Some matches marked may be played at a neutral venue – see captains for details. **Anyone wishing to play for any of the county teams please contact the relevant captain.**

COUNTY CHAMPIONSHIPS 2017

The County Championships are run during the summer months (May to September) and are always keenly contested. They consist of 5 rounds, (Open 6 rounds) approximately every 3 weeks, in four sections – Open, Challengers (Under 160), Major (Under 140) and Minor (Under 120). Full details, with games, can be found on the website www.lrca.org.uk.

SUMMER CUPS 2017

It is expected that from early May to end-September 2017 LRCA will run the same cup competitions as in 2016, as follows.

The **Chapman Cup** is for teams of four players is a knockout event played using a handicap system. (The latter is different from the League Cup handicap system, as each match must have a decisive result). Teams eliminated in the first two rounds of the Chapman Cup compete for the **Birstall Cup**, the rules of which are the same.

In addition there are two rapid play events, the **Wylie** and **Harrod** Cups, which each involve teams of four players playing two games in each round, one with white and one with black, against the same opponent. The time limit is 30 minutes for each player in each game. There is no handicap in these events, but in each case there will be a ceiling on the total grade for each team. In 2015 these maxima were 500 and 700 for the Harrod and Wylie Cups respectively, but the limits will be reviewed by the League Management Committee during the League season.

The grades of provisional players may be revised at the start of the summer competitions at the discretion of the controller.

LEAGUE RULES 2016-17

GENERAL

1) The Leicestershire Chess League shall affiliate to the Leicestershire & Rutland Chess Association Ltd (LRCA). It is administered by the League Management Committee (LMC), represented by its Secretary, Chairman or authorised official, whose decisions may be reviewed by the Committee. The "League" in these rules refers to this management structure, "Association" refers to the LRCA, "Committee" to the LMC, and "Secretary" to the League Secretary. These rules cannot be changed unless clubs are consulted. Any changes must be circulated with the annual invitation to clubs to enter the league for the forthcoming season. No further changes can be made in any circumstances during that season.

LEAGUE

2) Membership of the League is open to all the clubs that are members of LRCA who agree to pay such League subscriptions as may be set from time to time. A player can register for one club only, and in no circumstances may play in more than one league match only per day, home or away, (including one in which s/he wins by default). Playing for a club is taken as evidence of registration. A player wishing to change clubs after playing for part of a season must obtain written permission from the first club unless it no longer plays in the League. Such permission shall not be unreasonably withheld: disputes are referred to the Disputes Committee.

3) These League rules are designed to help ensure the smooth running of the League. For any queries the Secretary should be consulted.

4) The Committee may reach its decisions on the basis of information it has sought. It has the right to enforce penalties against clubs or individuals for breaches of the rules. Such penalties include (i) default of a game; (ii) order for a replayed game; (iii) additional penalty point(s) awarded to an opponent and deducted from the club penalized; (iv) default of a match; and (v) suspension of a player for part or whole of a season.

5) Clubs are required to apply to the Committee for inclusion into the League competition annually by a previously announced date in July/August, giving their preferences for divisions, and special requirements. Contacts, home venue, playing night[s] and other relevant information are required for inclusion in the League Handbook. The fixtures for the League will start in late September or early October. Trophies will be awarded to League winners. Their acceptance by a club is conditional on an agreement that the club will keep them safely, maintain them properly, and return them complete and in good condition before September 1st in the following year. The agreement requires the club to accept the full financial responsibility if a trophy is lost or damaged.

6) Teams will score 2 match points for winning a match, with 1 match point for a drawn match. . In each Division below Division 1 the two highest scoring teams (in match points) will be promoted to the next highest Division, (except in seasons where there are parallel divisions where only one team will be promoted). In all Divisions except the lowest the two lowest scoring teams will be relegated. These rules represent the right to claim a place in a Division automatically, but may be varied when teams are allocated to Divisions by the Committee. New clubs or teams will usually be placed in the lowest Division, but the proposed strength of a team is taken into account.

Ties for championships, promotion and relegation will be settled as follows. If two teams are tied on match points, they will be separated *first* using the results of the two matches between them. If these two results are equal, i.e. if both the matches were drawn or each team won one match by the same score, then *second* the results of the two teams against all the other teams in the Division, assessed in terms of games won minus games lost, will be used to break the tie. In the unlikely event of three (or more) teams being involved in a tie the same principles will be applied in a step-wise fashion. For example, if three teams are tied at the top of a Division, the results of the six matches between them will be used first to identify the weakest team of the three. That weakest team will then be eliminated as a contender for promotion, and the positions of the two remaining teams will be decided by applying the tie-break rules afresh, as above. If there are 3 teams tied for a relegation place, the strongest team of the three will first be eliminated, etc

If a team withdraws *before* completing half its matches, its results will be deleted unless it is replaced, in which case the new team will inherit its predecessor's results. If a team withdraws *after* completing half its fixtures, all its other matches may be counted as losses by default at the LMC's discretion.

7) Any dispute or query over the rules or other complaint may be referred without fee to the Secretary (or another LMC member if the Secretary's club is involved). The League Secretary may at his discretion refer a dispute to a panel of three uninvolved members of the League Management Committee to act in his place. If a dispute arises during a match, every effort must be made to resolve the issue on the spot: contact with the Secretary or another Committee member is encouraged (but note that mobile phones must not be used in the playing area at any time). If the dispute remains unresolved the details must be sent to the Secretary at the same time as the result is submitted electronically, and the latter submission should note that the result is subject to the disputes procedure. The Secretary (or his alternate) will base his/her decision on written or e-mail or phone evidence from the club or clubs involved in the dispute, and will explain in full his/her decision to those clubs. A club may *appeal* against the decision within 12 days of its promulgation, only on the grounds that it is perverse in view of the known facts, that the penalty imposed is unfair or disproportionate, or that the decision was procedurally defective or involved an unacceptable conflict of interest. No new evidence will be allowed at such an appeal, which will be heard by the LMC (minus any members with a conflict of interest). A club entering an appeal will be required to pay a financial deposit of £10, but this will be retained by the LMC only if on hearing the appeal it is felt to be frivolous or unwarranted. The only parties to the appeal will be the League Secretary or alternate, who will provide the background information and the reasons for the initial decision, and the appellant club. The three possible results of the appeal are that (a) the appeal is rejected, in which case the appeal decision is final; (b) the appeal is allowed and the original decision is reversed or appropriately amended, in which case again the decision is final; or (c) the case is referred back for a re-hearing, which will be conducted by three individuals who are not LMC members and who did not have any conflict of interest. In case (c) the decision of the three individuals is final.

8) When an appeal is made (Rule 7), days when there is no postal delivery will not count towards the 12 days. First class post (or receipted or acknowledged e-mails) will be used in the disputes procedure, and the time will be counted from the dispatch day. Any document relating to a dispute or appeal must be copied simultaneously by post or e-mail to any other interested party.

9) Each team defaulting games during the season will be penalized by the loss of match points according to the following table:

Games	Pts										
0-4	0	5-7	1	8-10	2	11-13	3	14-16	4	17-19	5

A team defaulting more than 19 boards in a season may be disqualified forthwith and all its results are void at the LMC's discretion. NB: A team defaulting a complete match will suffer game defaults as above as well as the loss of the match points.

PLAY

10) Matches in Divisions 1 and 2 will be over a minimum of 5 boards, and matches in Divisions 3, 4, 5 and 6 will be over a minimum of 4 boards. Matches involving more than the minimum number of players can be played if the two team captains can agree on the number of boards *before the day of the match*: in the event of any dispute on this issue the match result will be decided using the minimum number of boards. All the games in any single match will start on the same day. The home team will have white on the even numbered boards. Scheduled start times will be those shown in the Handbook under the home team. Clocks may be started at any time after that, whether or not all the participating players are present.

Players absent at the start of a match may subsequently be replaced with a time penalty of the time elapsed, up to a maximum of 45 minutes after the published start time (and irrespective of the actual start time) by a player otherwise eligible to play for that team (i.e. a player not barred for a higher team), and provided that none of the players playing above the substitute are graded 7 (seven) or more points below the substitute. Once the 45-minute period has elapsed the players present shall claim the game as won by default by stopping the clock. The submitted match result should note any such defaults, and substitute players should be marked "S". The barred player status of a substitute player thus marked shall not be affected by this appearance as a substitute. If a captain knows at the start of a match that the team will default one or more boards, these defaults must be on the lowest

possible boards. The FIDE Laws of Chess will govern play in all matches. The home club is responsible for (1) providing premises, and (2) for providing and setting up the playing equipment and tidying it away at the end of the match: the latter responsibilities also apply to the listed away team when a match is played by agreement at a neutral venue.

11) Any request for the postponement of a match for reasons other than inclement weather may only be agreed with the prior permission of the Secretary. Postponements will only be allowed by the League Secretary if a new date for the match has also been agreed between the clubs concerned. Any postponement without the permission of the Secretary, except in the case of bad weather, will result in the match being treated as a void match for both sides. *Postponements will normally NOT be granted simply because one or both of the teams involved cannot raise a team, or their best team.* The league secretary should notify the results webmaster of the revised date of any rearranged fixture.

TIME CONTROLS

The options are:

	Moves	Time
Option A (Non Fischer – no increments)		
Short time control	All	80 mins
Long time control	All	90 mins
Option B (Fischer controls with 10 seconds per move increments)		
Short time Control	All	65 mins
Long time Control	All	75 mins

The “quick play finish” laws therefore apply throughout the game, but no claim under Appendix G6 may be made unless at least 45 moves have been played by both players.

In all divisions the long time control will be the default time control. The short time control is for clubs who have to vacate their premises by e.g. 10pm, although it may be used for other matches if both team captains agree.

Clubs have the option of having published start time of 19:45 but if they do then a short time limit (either Fischer or non-Fischer) will be the default time control. Alternately, both captains can agree on a longer time control if they wish.

League matches can be played – as the right of the choice of the home team - using Fischer timings. In such cases there will be NO fixed finishing time for the games. (A game lasting 100 moves, which will be very rare, should then last not more than 75 or 65(for short control) minutes plus 1000 seconds for each player, i.e. not more than about 3 hours 04 minutes or 2 hours 44 minutes (for short control)). Fischer-timed games have several advantages, including better time management opportunities for the players, and avoidance of the notorious 2-minute rule used in quick play finishes. PLEASE NOTE that when Fischer timings are used it is possible for a player to have less than 5 minutes remaining before his flag falls – so that he does not have to record his moves – but then if he plays several moves in quick succession, he might have more than 5 minutes left because of the 10 second bonuses. In such cases he does NOT have to re-start recording the moves; he can continue to play without doing so until the game ends. With the agreement of both teams, any number of boards can use Fischer timings, each individual board by agreement.

If there are any games in which a claim for a draw has been made under Appendix G6 of the FIDE Laws, and there is no neutral arbiter present, the position at the time of the claim and an up to date score sheet, signed by the opposing player, shall be sent to the League Secretary within 48 hours of the match, provided that 45 moves have been made by Black in the submitted position. The position will be then referred to a neutral competent official without charge, whose decision will be final.

If neither player in a particular game is present at the start of the match, White's clock will be started at that time.

If the home side is not set up for a match start by their published time then the away team may agree the amount of delayed start time with the home captain and remove this time off the home teams' clock.

Results of all matches must be submitted within seven days using the facility accessed via the "Submit Results" link on the LRCA results website or the LRCA website with identification of the match venue, team names and numbers, players and their grades, board order, game results, and any relevant comments. In addition to the overall match result these details are needed to update players' grades at the end of the season, and to ensure that the board order and barred player rules are being adhered to. If a match result is not received from a team within 7 days of the fixture, that team shall be deemed to have defaulted a board and will be liable to loss of points under Rule 9. Clubs can appeal against this automated default if there was a submission/approval fault which was reported (along with the match result) within the 7 days.

BOARD ORDER

13) Each team in any match should have a board order corresponding to the current ECF standard-play grades, as published in this Handbook. (The Grading Officer should be consulted about players without a current ECF grade and will assign a temporary grade on the basis of the best evidence available). However two players whose grades do not differ by more than 7 (seven) points may play in either order. (Example; If players A, B and C have grades 158, 154 and 150 respectively, then A must always play above C, but B could play above A, between A and C, or below C). Exceptions to this rule will not normally be allowed, but occasionally in extreme circumstances the Grading Officer may give permission for a player to appear on a board at variance with the rule, by allocating a different grade, which will not be changed again during the season. The allocated grade will apply in handicap events as well as in the League. The permission of the Grading Officer for such exceptions must always be obtained in advance. Clubs will be expected to give full justification for such requests.

THIS RULE HAS PRECEDENCE OVER THE BARRED PLAYER RULES BELOW.

14) If a club enters two or more teams in the League, then it is expected that they will be numbered in order of strength (e.g. Leicester 1 will be stronger than Leicester 2, etc) and that each of the teams will abide by Rule 13 above. If as a matter of policy a club wishes to enter two or more teams in the same Division of the League, and to arrange for them to be of roughly equal strength, the Secretary's permission must be sought in advance.

ADJUDICATION

15) Adjudications will no longer apply in the Leicestershire league.

BARRED PLAYERS

16(i) A barred player for a team is one who may play for that team, or a higher team for his club, but not a lower one. *The lowest team in a club, or the only team run by a club, need not nominate any barred players.* To conform with Rules 13 and 14 above it is expected that a club entering two or more teams in the League will normally bar its highest graded players for the first team, the next highest graded players for the second team, and so on. However it is acknowledged that there may be reasons why this arrangement is difficult or impossible to fulfill: such exceptions should be discussed with the League Secretary before the League season starts. The barred players for any team shall be listed on the original team list above the unbarred players. If an unbarred player is played above a barred player then the unbarred player becomes an additional barred player for that team. The Committee can declare that certain players will be restricted to a specific team.

(ii) The number of barred players per team shall be TWO in all Divisions irrespective of the number of the number of teams a club has in each Division. A player who has missed three consecutive matches is still a barred player. An additional player must be barred with immediate effect, i.e. once it is certain that three matches will be missed by a player, until the absent player returns, ensuring that each team still has the minimum of barred players. The absent player may not play for a lower team without the

specific permission of the Secretary. If a barred player leaves a club for any reason during the season, a replacement barred player must be nominated at once, i.e. not after three matches.

(iii) A player who has played for any team three times, becomes a barred player *for the team below*. This rule will NOT apply when the player promoted to the team immediately above his/her normal teams plays on or below the lowest normal board, i.e. board 5 in Divisions 1 and 2, or board 4 in Divisions 3, 4 and 5. NB The effect of this rule is that a player appearing three times for Leicester 1 automatically becomes a *Leicester 2* barred player (if he/she is not already barred), so cannot play for Leicester 3, 4 etc.

(iv) Lists of barred players must be sent to the League Secretary and agreed to before the start of the season. Failure to do so will result in the players on the highest boards in each team's first match being counted as the barred players. The list of barred players will now be put on the Irca website instead of the results website and it will be updated by the league secretary.

(v) Before unbarring a player, the League Secretary will ask for an explanation (which may not be accepted) and may require notice of up to one week.

(vi) The barred player rules apply throughout a complete League season for all the affected teams from one club. For example, even if Leicester 1 have finished all their matches before Leicester 2, the Leicester 1 barred players remain ineligible for Leicester 2 for the remainder of the League season.

(vii) The clubs themselves will be responsible for policing their barred players and ensuring that they are played in the correct board order as per the rules in the handbook. If a club wishes to make a complaint regarding another club's team board order that complaint must be made within 30 days of the date of the match to which the complaint pertains. A note is to be put on the "paper" results sheet to remind captains to ensure that all their players are eligible (e.g. not barred) and are being played in the correct board order. The new result sheets will be put on the Irca website under the "handbooks" section.

(viii) The minimum punishment for board order or barred players infringements is the default of that board and any additional punishment should be at the discretion of the LMC.

MATCH CONDITIONS

17 (i) Smoking is banned in any room used for League and Cup matches.

(ii) Players' mobile phones and other electronic devices must be switched off, or set to silent/vibrate mode, for the duration of the match. Players may not speak into a mobile phone in the room used for matches (i.e. in an emergency players must leave the room to use their phones).

(iii) Hand-held or portable computers of any kind are not to be brought into the playing room or surrounding areas during matches.

Breaches of these rules will lead to the **automatic** forfeit of the game by the player concerned.

18) Match captains are allowed to (a) indicate flag fall for either player in a given game; (b) advise players of the match score at any time; and (c) in clear hearing and in English, advise a player if consulted on the acceptance of a draw, without commenting on the position itself, or on any other position in the match. *Please see the separate section on Advice for Match Captains.*

ADVICE FOR MATCH CAPTAINS 2015-16

This Section should be read in conjunction with the separate *Advice to Players* Section of the Handbook, which captains should bring to the attention of all their players.

- Take to each match a League results sheet (the current design, not previous ones), filled in with details of the venue, team, date, Division etc. If your club has more than one League team, PLEASE indicate clearly which team is playing! Don't sign the sheet until the match is over.
- League Rule 13 states that players must appear in grading order, using the newest ECF grades published in this Handbook, with a flexibility of seven points. The Secretary will assign a provisional grade (which will be put on the Web site) to any player without one, and no player should participate in a match without a published or assigned grade. Clubs and captains should note in particular that although the grade order rules have precedence over the barred player rules, BOTH sets of rules must be applied where possible. Thus if a previously unbarred player plays above a barred player through having a higher grade, then the previously unbarred player ALSO becomes barred.
- The home captain should ensure that all sets, boards and clocks are set up properly and in good time. It is legitimate for the clocks to be started at any time after the home club's start time as listed in this Handbook, whether or not all players from either or both the teams are present. Travelling teams should note that some clubs must start very promptly at [e.g.] 7.15 pm because they have to leave their premises by [e.g.] 10.00 pm
- Ensure that both (analogue) clocks on each board say exactly the same time – the hour hand as well as the minute hand!
- Before the match starts, exchange team lists with the opposing captain.
- During the match do your best to ensure that the playing area remains quiet, especially if casual games or other matches are in progress at the same time.
- During the match you may be asked by one of your players about the offering or acceptance of a draw. Such conversations must be in English and in clear hearing. You can advise your player on what to do, but you must not comment on the position or on any other position in the match. You can tell your players the match score at any time.
- You should point out a flag fall for any player on either side
- Digital clocks operate in a way different from the familiar analogue clocks. Digital ones count down to the time limit showing the amount of time remaining (a player who has not made the requisite number of moves in that time has lost). Make sure all your players understand this difference if digital clocks are not familiar in your club. Clubs that do or might use digital clocks are indicated by a  symbol in the Directory of Clubs (p3). If digital clocks are used, please ensure that at least one person present knows how to operate them – including how to give a player extra time, in accordance with the FIDE laws. (E.g. where one player makes an illegal move and the opponent is awarded 2 extra minutes – Article 7.5b)
- If your game seems likely to be involved in a claim under FIDE Law Appendix G, you can nominate a team mate to act as captain, telling the opposing captain that you are doing so.
- Be sure that you understand the quick-play finish laws. (See FIDE laws Appendix G) A player **whose turn it is to move** and with less than two minutes on the clock can claim a draw ONLY if (a) it is impossible for the opponent to win by normal means (e.g. K+N against K); or if (b) the opponent is making no effort to win by normal means. The idea is that a player cannot win simply by making an opponent use up time: s/he has to be theoretically capable of winning and be trying to do so. The game is NOT drawn simply because it looks like a roughly equal position and one or both players have less than two minutes to go! Usually it is (b) that is trickiest, though complex claims might also arise under (a). A player with less than two minutes to go should make any justifiable claim under this Law as soon as possible after his/her clock passes the 2-minutes-to-go point. League rules allow such claims under (a) or (b) ONLY if both players have completed at least 45 moves. When there is no NEUTRAL arbiter present (the usual situation in the League), if such a claim is made the clocks must be stopped AT ONCE, and the position and the complete score of the game recorded. If the Captains

cannot agree on the validity or otherwise of the claim, the final position and the complete game score should be submitted to the League Secretary under League Rule 12.

- At the scheduled end of the match, make sure you agree with the opposing captain the match score, , and the clock times, positions and full scores of any games that are the subject of a quick-play finish claim under FIDE Law Appendix G. Sign both score sheets and submit your results within SEVEN days to the Web site. Do NOT send results directly or via e-mail to the Webmaster. Clubs WILL be penalised for failing to submit results within this time limit. Team captains should retain the written and signed results sheets in case any problem or dispute arises when or after electronic submission of the results.
- If your team includes a player with a disability, you should notify opponents in good time (at least a week in advance) before travelling to away matches, indicating the nature of the disability. If your club hosts a match which includes a player from either side with a disability, you should make every effort to ensure that the player enjoys conditions as similar as possible to those of the other players. If this might cause significant problems (e.g. because of the nature of the club premises) the opposition should be informed in advance of the match. It would be quite wrong for a player to refuse to play in a match, or on any particular board in a match, because [s]he objects to facing a disabled player.
- If a player listed on the team sheet is absent at the start of a match, his captain (or a stand-in captain) must choose for him the preferred time limit. The captain can use prior knowledge of the absent player, the default option, or any other basis for that decision.

ADVICE TO PLAYERS

This Section is designed to provide advice to all players taking part in our League, League Cup, and Summer Cup matches. It complements, and to some extent duplicates, the Advice to Captains (see page 13).

As in all sports and games there is a basic assumption in our competitions that when a player sits down to play a match, he/she is wholly familiar with the Laws of the game. In practice, however, the FIDE Laws of Chess (see extracts on pages 26; references to sections of the Laws are given below) are fairly extensive and complex (and in some places not 100% clear!), and there are several areas where even quite experienced players may not be certain of how to proceed. These are the areas covered in the paragraphs below. All the advice covers chess at Normal play time limits, including quick play finishes (see pages 29 and 31). Rapid play has one or two different Laws, and these are highlighted at the end of this Handbook section (see page 17).

1. Writing down the moves (Article 8): You must normally write down the moves in your games as they occur – in theory, using algebraic and not English descriptive notation (though many players in practice use the latter). You must not write down your move before making it (this problem still arises from time to time). Draw offers by either player should be marked on the score sheet (see below). You do not have to write down all the moves in the last five minutes of your time before any time control, but in that case as soon as one flag falls you must update your score-sheet before moving again. You may utilise your opponent's scoresheet to assist you, but this must be with the clock running and in your own time. If neither player has maintained a scoresheet, the clock may be stopped while both players' scoresheets are brought up to date. It is advisable to write down your moves if you possibly can. In some cases a player in time trouble asks a team-mate to write down the moves for him/her. This is only allowed if both players have less than 5 minutes left before a time control and the purpose is to assist with the completion of the scoresheet when a flag falls. The team-mate must NOT indicate the number of moves made or that the time control has been reached. The only exception is that of a player suffering from a disability in terms of writing down the moves, in which case his clock should in theory be adjusted to take into account the fact that he does not have to do any writing. In practice this would seem to be difficult or impossible in our matches. So the 5-minute rule should be strictly observed, and the use of a helper avoided.

2. Using the Clock (Article 6): The commonest issue that arises here is that of the "two-handed" player. It is not permissible to save time by using one hand to make a move and the other to press the clock (you might inadvertently get those two actions the wrong way round!). So you must use the same hand to make your move and to press the clock. Note that it is not permissible to pick up the clock to examine its display more closely (this problem should disappear with the increased use of digital clocks with large displays) and you must press the clock properly with one or two fingers, i.e. not "punch" it. One issue that has arisen once or twice in recent seasons has been the problem of what to do about the clocks when *both* players are late for the start of a match. The FIDE laws are unequivocal in this situation – it is White who suffers all the time loss in such cases. (Article 6.7b)

3. Consequences of an Illegal Move (Article 7): Illegal moves occasionally occur, especially in time trouble, but many players do not know the correct actions in such cases. If an illegal move has been completed, i.e. if the player concerned has pressed his clock, and noticed by the opponent, the clocks should be stopped and the position put back to the position before the illegal move was made, or to the last identifiable legal position before the illegal move was made. The opponent of the player making an illegal move then gets time credits of (a) two minutes; and (b) any time he/she might have lost while the previously legal position was being re-established. This Law applies to the first occasion in a single game when one player makes illegal moves. A player completing a second illegal move loses. If a player makes an illegal move with a piece or pawn that has a legal move available to it, then once the position has been restored a legal move with that piece or pawn must be made.

4. Castling (Article 4.4): Most players know that, in castling, they must touch the king first. If you touch your rook first, you can be obliged to make a rook move, if a legal one is available – you cannot castle. If you touch your king and rook simultaneously you must castle if it is legal to do so: if it is not you must move the king if you legally can.

5. Offering a Draw (Article 9): This is an area where the Laws are rather unclear. They say that you should offer a draw after making a move but before pressing your clock, i.e. in your own time! But they also say that a draw offer at any other time is valid!! However you must not distract your opponent by

repeated draw offers. A draw offer cannot be withdrawn and remains in force until your opponent accepts it, or rejects it orally or by making his/her next move. Draw offers by either player should be recorded on your score-sheet. Most players know that a player about to move can claim a draw if that move results in exactly the same position appearing on the board for the third time. Note that word exactly! – It means, for example, that the position must be the same, with the same player's turn to move. On the other hand it is not necessary for the position to arise three times in successive moves; the occasions may be separated by any number of intermediate moves. You can also claim this type of draw if the same position has just appeared for the third time and it is your move, i.e. if your opponent has mistakenly allowed the repetition to occur, presumably without noticing it.

6. The 2-Minute Draw Law (FIDE Laws: Appendix G): Note that if a game is played using Fischer time limits (increments) then NO CLAIM MAY BE MADE under this law.

Problems with this law come up a few times every season, and are almost always difficult. Since the use of quick-play finishes is now virtually universal in chess at all levels, a rule of this kind is almost certainly necessary, but it presents serious problems in the context of Leagues like ours, where an arbiter is not normally present. The basic principles are pretty clear. If you reach [say] an equal position, but have spent a good deal longer on the clock than your opponent, then you must expect to pay the price for that, as managing the clock is an intrinsic part of the game. On the other hand it is not fair for you to lose a game through time shortage if (a) it is impossible for your opponent to win, however badly you play; or (b) your opponent is making no attempt to win, but is simply waiting for your clock to run down. So the Law says that if it is your turn to move and you have less than two minutes on your clock you can claim a draw on either of those grounds, i.e. that it is impossible for your opponent to win (e.g. he has a K and N against your King), or that he is not trying to win, but simply (by repeating moves as often as possible, or playing aimless waiting moves) running your clock down. If you feel that either of those situations has arisen, then you should claim the draw as soon as possible after your last two minutes has arrived. In the absence of an arbiter you should make your claim, stop the clocks, and make sure that no further play is allowed by either side. You should record the position at once, and, unless the match captains can agree on a decision, a score sheet of the whole game, signed by both players, must be sent to the League Secretary immediately. If the situation is clear-cut – e.g. if the claim has been made at the wrong moment, or if the position is clearly technically drawn – then a decision will be made rapidly. In other cases it is likely that advice will be sought from the ECF or elsewhere outside the county, so the result is likely to be delayed (and there is now no appeal). It is hard to generalise about these unclear situations, and many awkward positions can be envisaged, but if you simply have a drawn position and not much time, then unless the game score provides convincing evidence that your opponent has not been trying to win, your claim is likely to fail. The scoresheet should contain enough moves to show that the opponent has been unable to make progress, the final position is a simple draw and that you know how to draw it.

7. Grades and Board Order: You should note that the League Rules about board order are quite strict. You should ensure before playing in any match that (a) you have an ECF grade, either published in this Handbook or on the ECF/LRCA Web sites, or (e.g. in the case of new players or those returning after a significant absence from the game) a grade assigned in advance by the League Secretary; and (b) your position in the team complies with Rule 13, i.e. you must not play below a player whose grade is more than seven (7) points lower than yours.

8. Rapid Play Games: Players should study Appendix B of the FIDE Laws of Chess if they are going to play in the Wylie or Harrod Cups. Almost all the Laws of chess apply to these games, the major differences being that (a) you do not have to record the moves; (b) once Black has completed his third move (i.e. by pressing his clock) any errors in the original set-up of the board or clock cannot be changed – so, for example, if your king and queen are the wrong way round they have to stay that way, and you cannot castle; and (c) if, as quite often happens in the heat of the moment at the end of such a game, both flags have fallen without the order of events being noticed, then the game is drawn. In Rapid Play it is particularly important, for obvious reasons, to observe the Law about moving your pieces and pressing the clock with the same hand.

9. Only one game per day!: It occasionally happens that a player whose name is on a team sheet for a particular match gets to know in advance that he will win by default, as the opposition is a player short. (Teams who know they are going to be short-handed should, in courtesy, tell their opponents in advance). If the player winning by default is in the away team he might not want to travel a long distance, and that's fine. BUT that player cannot then turn up at his home club and play for another team on the same day, even if he is eligible to do so in other respects. You can play only one game per day for your club, home or away, including any that you win by default.

LEAGUE FIXTURES 2016-2017

Please note: Fixtures are subject to change – see Irca.org.uk

Division 1

Date	Home	Away	Date	Home	Away
29/09/2016	Shepshed 1	Ashby 1	31/01/2017	Braunstone 1	Syston 1
05/10/2016	Melton 1	Heathcote 1	02/02/2017	Wigston 2	Ashby 1
11/10/2016	Syston 1	Braunstone 1	08/02/2017	Melton 1	Shepshed 1
13/10/2016	Wigston 1	Wigston 2	09/02/2017	Wigston 1	Heathcote 1
18/10/2016	Braunstone 1	Ashby 1	09/02/2017	Ashby 1	Braunstone 1
18/10/2016	Syston 1	Melton 1	14/02/2017	Syston 1	Wigston 2
27/10/2016	Wigston 2	Syston 1	21/02/2017	Braunstone 1	Melton 1
01/11/2016	Heathcote 1	Wigston 1	21/02/2017	Syston 1	Ashby 1
02/11/2016	Melton 1	Braunstone 1	23/02/2017	Shepshed 1	Wigston 1
03/11/2016	Ashby 1	Syston 1	02/03/2017	Wigston 2	Heathcote 1
08/11/2016	Heathcote 1	Wigston 2	08/03/2017	Melton 1	Ashby 1
10/11/2016	Wigston 1	Shepshed 1	09/03/2017	Wigston 1	Braunstone 1
15/11/2016	Braunstone 1	Wigston 1	14/03/2017	Heathcote 1	Syston 1
15/11/2016	Syston 1	Heathcote 1	16/03/2017	Shepshed 1	Wigston 2
17/11/2016	Ashby 1	Melton 1	21/03/2017	Braunstone 1	Heathcote 1
24/11/2016	Wigston 2	Shepshed 1	23/03/2017	Shepshed 1	Melton 1
01/12/2016	Wigston 1	Ashby 1	23/03/2017	Ashby 1	Wigston 1
06/12/2016	Braunstone 1	Wigston 2	28/03/2017	Heathcote 1	Shepshed 1
08/12/2016	Shepshed 1	Heathcote 1	30/03/2017	Wigston 2	Braunstone 1
15/12/2016	Wigston 1	Syston 1	06/04/2017	Ashby 1	Shepshed 1
03/01/2017	Heathcote 1	Braunstone 1	06/04/2017	Wigston 1	Melton 1
05/01/2017	Wigston 2	Melton 1	12/04/2017	Melton 1	Syston 1
10/01/2017	Syston 1	Shepshed 1	13/04/2017	Ashby 1	Wigston 2
11/01/2017	Melton 1	Wigston 1	25/04/2017	Braunstone 1	Shepshed 1
12/01/2017	Ashby 1	Heathcote 1	25/04/2017	Heathcote 1	Ashby 1
19/01/2017	Shepshed 1	Braunstone 1	25/04/2017	Syston 1	Wigston 1
19/01/2017	Wigston 2	Wigston 1	03/05/2017	Melton 1	Wigston 2
24/01/2017	Heathcote 1	Melton 1	04/05/2017	Shepshed 1	Syston 1

Division 2

Date	Home	Away	Date	Home	Away
04/10/2016	Syston 2	Wigston 3	17/01/2017	Syston 2	Thurnby 1
04/10/2016	Braunstone 3	Braunstone 2	24/01/2017	Braunstone 2	Braunstone 3
05/10/2016	University 1	Shepshed 2	25/01/2017	Loughborough 1	Thurnby 1
05/10/2016	Thurnby 1	Loughborough 1	26/01/2017	Wigston 3	Syston 2
13/10/2016	Shepshed 2	Braunstone 3	26/01/2017	Shepshed 2	University 1
19/10/2016	Loughborough 1	University 1	31/01/2017	Braunstone 3	Shepshed 2
20/10/2016	Wigston 3	Thurnby 1	07/02/2017	Syston 2	Braunstone 2
25/10/2016	Braunstone 3	Loughborough 1	08/02/2017	University 1	Loughborough 1
26/10/2016	University 1	Braunstone 2	08/02/2017	Thurnby 1	Wigston 3
01/11/2016	Braunstone 2	Wigston 3	22/02/2017	Thurnby 1	University 1
02/11/2016	University 1	Thurnby 1	23/02/2017	Wigston 3	Braunstone 2
03/11/2016	Shepshed 2	Loughborough 1	28/02/2017	Braunstone 2	Thurnby 1
08/11/2016	Syston 2	Shepshed 2	01/03/2017	Loughborough 1	Braunstone 3
08/11/2016	Braunstone 3	University 1	02/03/2017	Shepshed 2	Syston 2
16/11/2016	Thurnby 1	Braunstone 2	07/03/2017	Syston 2	Loughborough 1
17/11/2016	Wigston 3	Shepshed 2	08/03/2017	University 1	Braunstone 3
22/11/2016	Braunstone 2	Syston 2	09/03/2017	Shepshed 2	Wigston 3
23/11/2016	Thurnby 1	Braunstone 3	14/03/2017	Braunstone 3	Thurnby 1
29/11/2016	Syston 2	University 1	15/03/2017	University 1	Wigston 3
30/11/2016	Loughborough 1	Wigston 3	22/03/2017	University 1	Syston 2
01/12/2016	Shepshed 2	Braunstone 2	23/03/2017	Wigston 3	Loughborough 1
06/12/2016	Braunstone 3	Syston 2	28/03/2017	Syston 2	Braunstone 3
08/12/2016	Wigston 3	University 1	30/03/2017	Shepshed 2	Thurnby 1
13/12/2016	Braunstone 2	Loughborough 1	05/04/2017	Loughborough 1	Braunstone 2
14/12/2016	Thurnby 1	Shepshed 2	11/04/2017	Braunstone 3	Wigston 3
04/01/2017	Loughborough 1	Syston 2	26/04/2017	Loughborough 1	Shepshed 2
10/01/2017	Braunstone 2	University 1	02/05/2017	Braunstone 2	Shepshed 2
12/01/2017	Wigston 3	Braunstone 3	03/05/2017	Thurnby 1	Syston 2

Division 3

Date	Home	Away	Date	Home	Away
12/10/2016	Loughborough 2	Ashby 2	19/01/2017	Harborough 1	Loughborough 2
12/10/2016	University 2	Heathcote 2	19/01/2017	Wigston 4	University 2
13/10/2016	Wigston 4	Harborough 1	01/02/2017	Melton 2	University 2
13/10/2016	Kirby 1	Melton 2	02/02/2017	Wigston 4	Heathcote 2
25/10/2016	Heathcote 2	Kirby 1	02/02/2017	Kirby 1	Harborough 1
26/10/2016	Melton 2	Loughborough 2	15/02/2017	Loughborough 2	Melton 2
27/10/2016	Ashby 2	Wigston 4	15/02/2017	University 2	Harborough 1
27/10/2016	Harborough 1	University 2	16/02/2017	Wigston 4	Ashby 2
02/11/2016	Loughborough 2	Heathcote 2	21/02/2017	Heathcote 2	Loughborough 2
10/11/2016	Ashby 2	Harborough 1	01/03/2017	Melton 2	Wigston 4
10/11/2016	Wigston 4	Melton 2	01/03/2017	University 2	Kirby 1
10/11/2016	Kirby 1	University 2	02/03/2017	Harborough 1	Ashby 2
16/11/2016	Loughborough 2	Kirby 1	07/03/2017	Heathcote 2	University 2
16/11/2016	University 2	Melton 2	16/03/2017	Harborough 1	Melton 2
22/11/2016	Heathcote 2	Wigston 4	16/03/2017	Kirby 1	Loughborough 2
23/11/2016	Melton 2	Harborough 1	16/03/2017	Ashby 2	University 2
23/11/2016	University 2	Ashby 2	29/03/2017	Loughborough 2	University 2
01/12/2016	Harborough 1	Heathcote 2	30/03/2017	Ashby 2	Melton 2
07/12/2016	Melton 2	Ashby 2	30/03/2017	Kirby 1	Wigston 4
07/12/2016	University 2	Loughborough 2	04/04/2017	Heathcote 2	Ashby 2
13/12/2016	Heathcote 2	Harborough 1	13/04/2017	Kirby 1	Heathcote 2
15/12/2016	Wigston 4	Kirby 1	13/04/2017	Wigston 4	Loughborough 2
21/12/2016	Loughborough 2	Wigston 4	19/04/2017	Melton 2	Kirby 1
22/12/2016	Ashby 2	Heathcote 2	20/04/2017	Harborough 1	Wigston 4
05/01/2017	Harborough 1	Kirby 1	02/05/2017	Heathcote 2	Melton 2
05/01/2017	Ashby 2	Loughborough 2	03/05/2017	Loughborough 2	Harborough 1
18/01/2017	Melton 2	Heathcote 2	03/05/2017	University 2	Wigston 4
19/01/2017	Kirby 1	Ashby 2	04/05/2017	Ashby 2	Kirby 1

Division 4

Date	Home	Away	Date	Home	Away
05/10/2016	Melton 3	University 3	24/01/2017	Syston 3	Wigston 5
06/10/2016	Wigston 5	Syston 3	25/01/2017	University 3	Melton 3
06/10/2016	Ashby 3	Kirby 2	26/01/2017	Kirby 2	Ashby 3
18/10/2016	Braunstone 4	Wigston 5	01/02/2017	University 3	Syston 3
18/10/2016	Syston 3	Ashby 3	08/02/2017	Melton 3	Kirby 2
19/10/2016	University 3	Latimer 1	09/02/2017	Wigston 5	Braunstone 4
20/10/2016	Kirby 2	Melton 3	09/02/2017	Latimer 1	University 3
01/11/2016	Braunstone 4	Syston 3	14/02/2017	Syston 3	Kirby 2
02/11/2016	Melton 3	Ashby 3	16/02/2017	Ashby 3	University 3
03/11/2016	Wigston 5	University 3	21/02/2017	Syston 3	Braunstone 4
03/11/2016	Latimer 1	Kirby 2	22/02/2017	University 3	Wigston 5
15/11/2016	Syston 3	University 3	23/02/2017	Kirby 2	Latimer 1
17/11/2016	Kirby 2	Wigston 5	23/02/2017	Ashby 3	Melton 3
17/11/2016	Ashby 3	Braunstone 4	07/03/2017	Braunstone 4	Ashby 3
24/11/2016	Kirby 2	University 3	08/03/2017	Melton 3	Latimer 1
30/11/2016	University 3	Braunstone 4	09/03/2017	Wigston 5	Kirby 2
30/11/2016	Melton 3	Wigston 5	21/03/2017	Braunstone 4	University 3
01/12/2016	Kirby 2	Syston 3	23/03/2017	Wigston 5	Melton 3
01/12/2016	Ashby 3	Latimer 1	23/03/2017	Latimer 1	Ashby 3
08/12/2016	Latimer 1	Braunstone 4	05/04/2017	Melton 3	Syston 3
13/12/2016	Braunstone 4	Kirby 2	06/04/2017	Kirby 2	Braunstone 4
13/12/2016	Syston 3	Melton 3	06/04/2017	Wigston 5	Latimer 1
05/01/2017	Latimer 1	Wigston 5	13/04/2017	Latimer 1	Melton 3
10/01/2017	Syston 3	Latimer 1	18/04/2017	Braunstone 4	Latimer 1
11/01/2017	University 3	Kirby 2	20/04/2017	Ashby 3	Syston 3
11/01/2017	Melton 3	Braunstone 4	25/04/2017	Braunstone 4	Melton 3
12/01/2017	Wigston 5	Ashby 3	27/04/2017	Latimer 1	Syston 3
18/01/2017	University 3	Ashby 3	27/04/2017	Ashby 3	Wigston 5

Division 5

Date	Home	Away	Date	Home	Away
04/10/2016	Heathcote 3	Braunstone 5	24/01/2017	Braunstone 5	Oadby 1
06/10/2016	Oadby 1	Melton 5	01/02/2017	Melton 4	Melton 5
11/10/2016	Heathcote 3	Ashby 4	01/02/2017	Red Admiral 1	Braunstone 5
11/10/2016	Braunstone 5	Red Admiral 1	02/02/2017	Kirby 3	Ashby 5
12/10/2016	Melton 5	Melton 4	09/02/2017	Ashby 5	Ashby 4
13/10/2016	Ashby 5	Kirby 3	09/02/2017	Oadby 1	Melton 4
19/10/2016	Melton 4	Oadby 1	14/02/2017	Heathcote 3	Red Admiral 1
26/10/2016	Red Admiral 1	Heathcote 3	14/02/2017	Braunstone 5	Melton 4
26/10/2016	Melton 4	Braunstone 5	15/02/2017	Melton 5	Kirby 3
27/10/2016	Kirby 3	Melton 5	16/02/2017	Ashby 5	Oadby 1
27/10/2016	Ashby 4	Ashby 5	22/02/2017	Red Admiral 1	Ashby 5
03/11/2016	Ashby 4	Oadby 1	22/02/2017	Melton 5	Oadby 1
09/11/2016	Melton 5	Ashby 4	28/02/2017	Braunstone 5	Heathcote 3
10/11/2016	Kirby 3	Melton 4	01/03/2017	Melton 4	Kirby 3
10/11/2016	Ashby 5	Red Admiral 1	02/03/2017	Ashby 4	Melton 5
16/11/2016	Melton 4	Ashby 5	09/03/2017	Oadby 1	Ashby 4
17/11/2016	Oadby 1	Heathcote 3	14/03/2017	Heathcote 3	Ashby 5
22/11/2016	Braunstone 5	Kirby 3	15/03/2017	Melton 5	Red Admiral 1
23/11/2016	Melton 4	Ashby 4	16/03/2017	Ashby 4	Melton 4
24/11/2016	Ashby 5	Heathcote 3	16/03/2017	Kirby 3	Braunstone 5
29/11/2016	Braunstone 5	Ashby 5	21/03/2017	Heathcote 3	Melton 5
30/11/2016	Melton 5	Heathcote 3	23/03/2017	Ashby 5	Braunstone 5
01/12/2016	Oadby 1	Red Admiral 1	23/03/2017	Kirby 3	Oadby 1
07/12/2016	Red Admiral 1	Melton 4	29/03/2017	Melton 4	Red Admiral 1
08/12/2016	Ashby 4	Kirby 3	30/03/2017	Kirby 3	Ashby 4
13/12/2016	Heathcote 3	Oadby 1	06/04/2017	Ashby 4	Heathcote 3
15/12/2016	Ashby 5	Melton 5	11/04/2017	Heathcote 3	Melton 4
22/12/2016	Oadby 1	Kirby 3	12/04/2017	Red Admiral 1	Kirby 3
03/01/2017	Braunstone 5	Ashby 4	13/04/2017	Ashby 4	Braunstone 5
04/01/2017	Melton 4	Heathcote 3	19/04/2017	Melton 5	Ashby 5
05/01/2017	Kirby 3	Red Admiral 1	19/04/2017	Red Admiral 1	Oadby 1
11/01/2017	Red Admiral 1	Melton 5	27/04/2017	Ashby 5	Melton 4
12/01/2017	Oadby 1	Ashby 5	27/04/2017	Oadby 1	Braunstone 5
17/01/2017	Heathcote 3	Kirby 3	02/05/2017	Braunstone 5	Melton 5
18/01/2017	Melton 5	Braunstone 5	03/05/2017	Red Admiral 1	Ashby 4
19/01/2017	Ashby 4	Red Admiral 1	04/05/2017	Kirby 3	Heathcote 3

GRADING LIST 2016 - 2017

- The following pages contain the normal-play grades for active Leicestershire players, listed in order of their clubs. These grades were obtained from the ECF lists published in August 2016. They reflect players' performances over the period January 1st 2016 – June 30th 2016 or, if less than 30 games have been played in that period, the most recent 30 games. (See below).
- For each player the first grade given is the annual standard play grade. This grade will be applied for all the 2016-17 League matches. If a player has no standard play grade in the list a grade will be assigned by the Grading Officer on the basis of the best evidence available, and published on the LRCA Results Web site. These assigned grades may be revised. All assigned standard grades, including those assigned by the Grading Officer under Rule 13, apply for handicap events as well as League matches.
- Grades are calculated as follows. If you beat a player with a grade of X, your grade for that game is X + 50; if you draw, your grade is X; and if you lose it is X – 50. However if your opponent's grade is more than 40 points above or below yours, it is taken to be **exactly** 40 points higher or lower (otherwise you might gain points by losing to a much stronger player, or lose points by beating a much weaker one!). Your published grade is the average of your results. Once the calculation is complete, junior grades are enhanced by 5 points for players over the age of 11, and 10 points for players under the age of 11, to reflect a young player's rapid improvement during a season. More details of the system, including algorithms for converting ECF and ELO grades, are given on the ECF Web site.
- The Grading Officer is Stewart Gordon to whom all queries regarding gradings should be addressed, **not to the League Secretary.**

Ashby

Alan	Agnew	185	A
Peter	Anderton	42	F
Victor	Armstrong	123	C
Mick	Brown	96	C
Daniel	Chen	108	A
Tom	Dove	173	C
Roy	Evans	156	B
Paul	Gibson	139	C
Mike	Griffiths	97	B
Lawrence	Hayden	127	A
Neil	Lassetter	90	D
Brian	Nicholson	64	D
David	Reynolds	125	B
Neil	Roberts	76	B
Christopher	Tipper	134	B
Richard	Vann	177	C
Richard	Williams	94	C
George	Worrow-Goodin	97	A

Heathcote

Ray	Beach	81	B
Graham	Booley	154	A
Dave	Bray	172	C
Michael	Cowley	153	B
Drew	Harbidge	88	B
Peter	Harrison	146	B
Sean	Hewitt	162	B
Richard	Maconnachie	93	C
John	Manger	144	A
Gordon	Milner	38	C
Bill	Roberts	76	C
Colin	Ross	96	B
Graham	Sharpe	182	B

Braunstone

Peter	Barlev	16	D
Steve	Barlow	99	D
James	Bingham	155	A
Guy	Closs	119	B
Paul	Colburn	172	A
Phoenix	Colburn	13	E
Matthew	Gamble	76	A
Sherif	Gonem	157	A
Vijay	Gulab	103	C
Stephen	Hamby	141	B
Richard	Hanscombe	161	A
Rory	Haywood	55	D
Cyril	Hill	127	C
Toby	Hoch	149	C
Matthew	Lo	92	A
Paul	Martin	87	B
John	Oliver	105	B
Barry	Read	101	C
Conor	Reid	137	D
Patrick	Reid	110	C
Anthony	Robinson	121	C
John	Robinson	173	B
Michael	Salisbury	151	B
David	Sandrovitch	150	C
Jeremy	Wells	144	B

Hinkley

Terry	Clay	92	A
Peter	Gibbs	161	C
Howard	Phillips	127	B
John	Rayner	120	A
Bernard	Visgandis	92	B

Kirby Muxloe

Les	Bowles	59	C
Thomas	Brown	148	A
Jim	Cowley	114	B
Edda	Gonzaga	17	E
Paul	Gray	129	B
Eddie	Hill	107	B
Jim	Kellock	49	D
Ewan	McEachran	121	D
Fraser	McNeil	64	D
Ian	McNeil	50	D
Arthur	Townsend	118	D
Ray	Townsend	103	B
John	Walker	129	C
David	Walton	116	C

Latimer

Richard T	Davis	120	D
David	Gamble	102	D
Michael (snr)	Garland	109	C
Roy	Gurney	105	D
Granville	Hill	118	C
Brian L	Slater	115	C

Market Harborough

Ian	Clarke	140	D
Romilly	Ilersic	152	C
Robert	King	95	E
John	Newham	132	D
Charles	Oppenheim	137	D
Eric	Stevens	98	F
John	Thomson	150	B

Oadby

Don	Candlin	124	D
Ivor	Glenton	88	E
John	Gutteridge	50	C
Barry	Jones	75	C
David	Pettitt	125	C
Mike	Thornton	117	C

Red Admiral

Andy	Carter	101	B
Ben	Cunnold	55	C
Andy	Johnson	131	C
Stephen	Matts	89	C
Stan	Parsons	87	E
Mick	Slater	96	C
Paul	Wylie	117	C

Leicester University

Christian	Albertelli	155	A
Roger	Baxter	140	D
Alex	Bolam	63	F
Joe	Bradey	135	*
Rory	Goldsmith	132	B
Laurence	Livsey	148	B
Alexander	Lyon	132	B
Paul	Richards	147	D
Andrew	Smith	173	D
Lewis	Turner	175	C
Alex	Van Hoof	133	D
Eddie	Wilson-Hebben	118	B

Loughborough

Gregory	Adcock	153	C
Michael	Adcock	119	B
Terry	Adcock	127	A
John	Glover	130	B
Stewart	Gordon	69	D
Peter	Hickman	119	B
Martin	Hulland	156	A
James	Miller	158	C
John	Mitchell	157	B
Robert	Northage	152	B
Glyn	Ward	136	A

Melton

William	Bennet	187	E
John	Billingham	152	E
Gerald	Botteley	142	D
Shaun	Cope	129	B
Trevor	Curtis	73	E
John	Denton	188	B
Ian	Farquharson	117	C
Elizabeth	Gist	116	C
Alan	Jex	160	C
Andrew	Keightley	79	D
Graham	Lee	205	E
Glenn	Macauley	144	D
Dee	Martin	10	F
Steve	Martin	85	C
Ed	Milner	127	D
Rob	Mitchell	155	C
Paul	Mottram	99	A
Alastair	Mottram-Epson	103	A
Peter	Mottram-Epson	100	A
Ross	Murphy	141	B
Peter	Poolan	111	D
Tom	Reynolds	172	D
Peter	Smith	80	D
Robert	Wallace	137	A
Alison	Walton	66	D

Shepshed

Kevin	Bennett	129	B
Rupert	Bowley	159	C
David	Farrall	166	B
Graham	Harrison	155	C
Robert	Henfrey	167	A
Derek	Jarvis	170	A
Alfonso	Jimenez	159	D
Sean	Sheahan	174	C
Andrew	Toothill	170	A
Neil	Toothill	152	C
David	Williams	166	A
Arturo	Wong	197	C

Syston

Mick	Adams	96	B
Reg	Agger	95	C
Somanathan	Damodaran	120	E
Tarsem	Dhillon	105	F
Brian	Galligan	178	B
Constantin	Gramaticu	171	B
Stuart	Hollingworth	97	C
Milly	Kotecha	96	A
Parag	Kotecha	98	B
John	Leonard	91	C
Nando	Morelli	75	C
Rob	Mundy	81	C
Shabir	Okhai	194	A
Karl	Potter	167	A
Ben	Pourmozafari	142	A
Robert	Stone	109	A
Parin	Suchak	135	C
Robert	Taylor	170	A

Thurnby

Ray	Burgess	182	C
Michael	Busby	123	C
RF (Bob)	Collins	126	B
Paul	Deacon	166	E
Brian	Foreman	151	B
Roland	Graf	174	D
John	Pattinson	147	B
Dave	Pratt	122	C
Michael	Tate	138	C

Wigston

Martin	Burrows	205	A
Alan	Byron	198	A
Nikola	Chalashkanov	124	A
Barrie	Cooper	122	C
Stuart	Dawkins	121	B
Iain	Dodds	142	B
Charles	Eastlake	115	B
Grant	Hammond	122	B
Phil	Harlow	149	A
Philip	Horspool	174	B
Frank	Hulford	91	E
Richard	Lee	177	D
Rafal	Malczyk	191	E
John	McKiernan	99	B
Andrew	Morley	182	A
Craig	Norton	170	A
Andrew	Pike	153	C
Benjamin	Raine	101	A
George	Sim	118	D
Stephen	Smith	158	C
Ricky	Vaja	157	E
Rob	Van Stee	144	B
Ben	Vaughan	123	C
Alan	Ward	181	D
Paul	Winterton	95	C
Stephen	Wylie	138	D

FIDE LAWS OF CHESS

The International Chess Federation (FIDE) is responsible for the Laws of the over-the-board game. A full version of these Laws and Appendices can be consulted on their Web site at <http://www.fide.com/official/handbook>. Extracts are provided here as a guide to League and Cup players. Many Laws are designed for events where arbiters are present, a situation that rarely arises in our League/Cup games. Some sections of the Laws such as the very basic ones describing the aims of the game etc, are thus omitted here, while others are edited. FIDE recognizes that the Laws cannot cover all the possible situations that may arise during a game: in the absence of an arbiter there will be many cases where common sense solutions have to be applied. In practice, in League Chess, the role of the Arbiter is undertaken by agreement between the Team Captains. The current Laws came into force on 1 July 2014. The Laws are "gender-free": words such as 'he' or 'him' are intended to include 'she' and 'her.'

RULES OF PLAY

Article 4: The act of moving the pieces

4.1 Each move must be made with one hand only.

4.2 Provided that he first expresses his intention (e.g. by saying "j'adoube" or "I adjust"), the player having the move may adjust one or more pieces on their squares.

4.3 Except as provided in Article 4.2, if the player having the move deliberately touches on the chessboard with the intention of moving or capturing

- a. One or more of his own pieces, he must move the first piece touched that can be moved, or
- b. One or more of his opponent's pieces, he must capture the first piece touched that can be captured, or
- c. One piece of each colour, he must capture the opponent's piece with his piece or, if this is illegal, move or capture the first piece touched which can be moved or captured. If it is unclear, whether the player's own piece or his opponent's was touched first, the player's own piece shall be considered to have been touched before his opponent's.

4.4 If a player having the move:

- a. touches his king and rook he must castle on that side if it is legal to do so.
- b. deliberately touches a rook and then his king he is not allowed to castle on that side on that move and the situation shall be governed by Article 4.3(a).
- c. intending to castle, touches the king and then a rook, but castling with this rook is illegal, the player must make another legal move with his king which may include castling with the other rook. If the king has no legal move, the player is free to make any legal move.
- d. promotes a pawn the choice of piece is finished when the piece has touched the square of promotion.

4.5 If none of the pieces touched in accordance with Article 4.3 or Article 4.4 can be moved or captured, the player may make any legal move.

4.6 The act of promotion may be performed in various ways:

- The pawn does not have to be placed on the square of arrival
- Removing the pawn and putting the new piece on the square of arrival may occur in any order

If an opponent's piece stands on the square of arrival, it must be captured

4.7 When, as a legal move or part of a legal move, a piece has been released on a square, it cannot then be moved to another square. The move is considered to have been made in the case of:

- a capture, when the captured piece has been removed from the chessboard and the player, having placed his own piece on its new square, has released this capturing piece with his hand;
- Castling, when the player's hand has released the rook on the square previously crossed by the king. When the player has released the king from his hand, the move is not yet made, but the player no longer has the right to make any move other than castling on that side, if this is legal. If castling on this side is illegal, the player must make another legal move with his king (which may include castling with the other rook). If the king has no legal move, the player is free to make any legal move

- Promotion, when the player's hand has released the new piece on the square of promotion.

4.8 A player forfeits his right to a claim against his opponent's violation of Article 4.1 or 4.7, once the player touches a piece with the intention of moving or capturing it.

Article 5: The completion of the game

5.1 a. The game is won by the player who has checkmated his opponent's king. This immediately ends the game, provided that the move producing the checkmate position was a legal move and in accordance with Articles 4.2 – 4.7

b. The game is won by the player whose opponent declares he resigns. This immediately ends the game.

5.2 a. The game is drawn when the player to move has no legal move and his king is not in check. The game is said to end in 'stalemate'. This immediately ends the game, provided that the move producing the stalemate position was legal and in accordance with Articles 4.2 – 4.7

b. The game is drawn when a position has arisen in which neither player can checkmate the opponent's king with any series of legal moves. The game is said to end in a 'dead position'. This immediately ends the game, provided that the move producing the position was legal and in accordance with Articles 4.2 – 4.7

c. The game is drawn upon agreement between the two players during the game. This immediately ends the game. (See Article 9.1).

d. The game may be drawn if an identical position is about to appear or has appeared on the chessboard at least three times. (See Article 9.2).

e. The game may be drawn if each player has made at least the last 50 moves without the movement of any pawn and without any capture (See Article 9.3).

COMPETITION RULES

Article 6: The chessclock

6.1 'Chessclock' means a clock with two time displays, connected to each other in such a way that only one of them can run at one time.

'Clock' in the Laws of Chess means one of the two time displays.

Each time display has a 'flag'.

'Flag-fall' means the expiration of the allotted time for a player.

6.2 a. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock (that is to say, he shall press his clock). This "completes" the move. A move is also completed if:

(1) The move ends the game (see Articles 5.1.a, 5.2.a, 5.2.b, 5.2.c, 9.6a, 9.6b and 9.7), or

(2) The player has made his next move, in case his previous move was not completed.

A player must be always allowed to stop his clock after making his move, even after the opponent has made his next move. The time between making the move on the chessboard and pressing the clock is regarded as part of the time allotted to the player.

b. A player must press his clock with the same hand with which he made his move. It is forbidden for a player to keep his finger on the clock or to 'hover' over it.

c. The players must handle the chessclock properly. It is forbidden to press it forcibly, to pick it up, to press the clock before moving or to knock it over. Improper clock handling shall be penalised in accordance with Article 12.9.

d. Only the player whose clock is running is allowed to adjust the pieces.

e. If a player is unable to use the clock, an assistant, who must be acceptable to the arbiter, may be provided by the player to perform this operation. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to the clock of a player with a disability.

6.3 a. When using a chessclock, each player must complete a minimum number of moves or all moves in an allotted period of time and/or may be allocated an additional amount of time with each move. All these must be specified in advance.

b. The time saved by a player during one period is added to his time available for the next period, where applicable.

In the time-delay mode both players receive an allotted 'main thinking time'. Each player also receives a 'fixed extra time' with every move. The countdown of the main thinking time only commences after the fixed extra time has expired. Provided the player presses his clock before the expiration of the fixed extra time, the main thinking time does not change, irrespective of the proportion of the fixed extra time used.

6.4 Immediately after a flag falls, the requirements of Article 6.3 a. must be checked.

6.5 Before the start of the game the arbiter shall decide where the chessclock is placed.

6.6 At the time determined for the start of the game White's clock is started.

6.7 a. The rules of a competition shall specify in advance a default time. Any player who arrives at the chessboard after the default time shall lose the game unless the arbiter decides otherwise.

b. If the rules of a competition specify that the default time is not zero and if neither player is present initially, White shall lose all the time that elapses until he arrives, unless the rules of the competition specify or the arbiter decides otherwise.

6.8 A flag is considered to have fallen when the arbiter observes the fact or when either player has made a valid claim to that effect.

6.9 Except where one of Articles 5.1.a, 5.1.b, 5.2.a, 5.2.b, 5.2.c applies, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by that player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

6.10 a. Every indication given by the chessclock is considered to be conclusive in the absence of any evident defect. A chessclock with an evident defect shall be replaced by the arbiter, who shall use his best judgement when determining the times to be shown on the replacement chessclock.

b. If during a game it is found that the setting of either or both clocks is incorrect, either player or the arbiter shall stop the chessclock immediately. The arbiter shall install the correct setting and adjust the times and move-counter, if necessary. He shall use his best judgement when determining the clock settings.

6.11 If both flags have fallen and it is impossible to establish which flag fell first then:

a. the game shall continue if this occurs in any period of the game except the last period.

b. the game is drawn if this occurs in the period of a game in which all remaining moves must be completed.

6.12 a. If the game needs to be interrupted, the arbiter shall stop the chessclock.

b. A player may stop the chessclock only in order to seek the arbiter's assistance, for example when promotion has taken place and the piece required is not available.

c. The arbiter shall decide when the game restarts.

d. If a player stops the chessclock in order to seek the arbiter's assistance, the arbiter shall determine whether the player had any valid reason for doing so. If the player had no valid reason for stopping the chessclock, the player shall be penalised in accordance with Article 12.9.

6.13 Screens, monitors, or demonstration boards showing the current position on the chessboard, the moves and the number of moves made/completed, and clocks which also show the number of moves, are allowed in the playing hall. However, the player may not make a claim relying only on information shown in this manner.

Article 7: Irregularities

7.1 a. If an irregularity occurs and the pieces have to be restored to a previous position, the arbiter shall use his best judgment to determine the times to be shown on the chessclock. This includes the right not to change the clock times. He shall also, if necessary, adjust the clock's move counter.

7.2 a. If during a game it is found that the initial position of the pieces was incorrect, the game shall be cancelled and a new game played.

b. If during a game it is found that the chessboard has been placed contrary to Article 2.1, the game shall continue but the position reached must be transferred to a correctly placed chessboard.

7.3 If a game has begun with colours reversed, then it shall continue

7.4 If a player displaces one or more pieces, he shall re-establish the correct position in his own time. If necessary, either the player or his opponent shall stop the chess clock and ask for assistance. The arbiter may penalise the player who displaced the pieces.

7.5 a. If during a game it is found that an illegal move has been completed, the position immediately before the irregularity shall be reinstated. If the position immediately before the irregularity cannot be determined the game shall continue from the last identifiable position prior to the irregularity. Articles 4.3 and 4.7 apply to the move replacing the illegal move. The game shall then continue from this reinstated position. If the player has moved a pawn to the furthest distant rank, pressed the clock but not replaced the pawn with a new piece, the move is illegal. The pawn shall be replaced by a queen of the same colour as the pawn.

b. After the action taken under Article 7.5(a), the first illegal move by a player the arbiter shall give two minutes extra time to his opponent; for the second completed illegal move by the same player, the arbiter shall declare the game lost by this player. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

7.6 If during a game it is found that any piece has been displaced from its correct square, the position before the irregularity shall be re-instated. If the position immediately before the irregularity cannot be determined, the game shall continue from the last identifiable position prior to the irregularity. The game shall then continue from this re-instated position.

Article 8: The recording of the moves

8.1a. In the course of play each player is required to record his own moves and those of his opponent in the correct manner, move after move, as clearly and legibly as possible, in the algebraic notation (Appendix C), on the 'scoresheet' prescribed for the competition. It is forbidden to write the moves in advance, unless the player is claiming a draw according to Article 9.2, or 9.3 or adjourning a game according to Appendix E.1 a.

b. The scoresheet shall be used only for recording the moves, the times of the clocks, offers of a draw, matters relating to a claim and other relevant data.

c. A player may reply to his opponent's move before recording it, if he so wishes. He must record his previous move before making another.

d. Both players must record the offer of a draw on the scoresheet with a symbol (=).

e. If a player is unable to keep score, an assistant, who must be acceptable to the arbiter, may be provided by the player to write the moves. His clock shall be adjusted by the arbiter in an equitable way. This adjustment of the clock shall not apply to a player with a disability.

8.2 The scoresheet shall be visible to the arbiter throughout the game.

8.3 The scoresheets are the property of the organiser of the competition.

8.4 If a player has less than five minutes left on his clock at some stage in a period and does not have additional time of 30 seconds or more added with each move, then for the remainder of the period he is not obliged to meet the requirements of Article 8.1.

8.5a. If neither player keeps score under Article 8.4, the arbiter or an assistant should try to be present and keep score. In this case, immediately after a flag has fallen the arbiter shall stop the chessclock. Then both players shall update their scoresheets, using the arbiter's or the opponent's scoresheet.

b. If only one player has not kept score under Article 8.4, he must, as soon as either flag has fallen, update his scoresheet completely before moving a piece on the chessboard. Provided it is that player's move, he may use his opponent's scoresheet, but must return it before making a move.

c. If no complete scoresheet is available, the players must reconstruct the game on a second chessboard under the control of the arbiter or an assistant. He shall first record the actual game position, clock times, whose clock was running and the number of moves made/completed, if this information is available, before reconstruction takes place.

8.6 If the scoresheets cannot be brought up to date showing that a player has overstepped the allotted time, the next move made shall be considered as the first of the following time period, unless there is evidence that more moves have been made or completed.

8.7 At the conclusion of the game both players shall sign both scoresheets, indicating the result of the game. Even if incorrect, this result shall stand, unless the arbiter decides otherwise.

Article 9: The drawn game

9.1 (1) A player wishing to offer a draw shall do so after having made a move on the chessboard and before pressing his clock and starting the opponent's clock. An offer at any other time during play is still valid but Article 11.5 must be considered. No conditions can be attached to the offer. In both cases the offer cannot be withdrawn and remains valid until the opponent accepts it, rejects it orally, rejects it by touching a piece with the intention of moving or capturing it, or the game is concluded in some other way

(2) The offer of a draw shall be noted by each player on his scoresheet with the symbol (=). (See Appendix C.13)

(3) A claim of a draw under Article 9.2 or 9.3 shall be considered to be an offer of a draw.

9.2 The game is drawn, upon a correct claim by a player having the move, when the same position for at least the third time (not necessarily by a repetition of moves):

- a. is about to appear, if he first writes his move, which cannot be changed, on his scoresheet and declares to the arbiter his intention to make this move, or
- b. has just appeared, and the player claiming the draw has the move.

Positions as in (a) and (b) are considered the same if and only if the same player has the move, pieces of the same kind and colour occupy the same squares and the possible moves of all the pieces of both players are the same. Thus positions are not the same if:

(1) At the start of the sequence a pawn could have been captured en passant.

(2) A king or rook had castling rights, but forfeited these after moving. The castling rights are lost only after the king or rook is moved.

9.3 The game is drawn, upon a correct claim by a player having the move, if:

- a. he writes his move, which cannot be changed, on his scoresheet and declares to the arbiter his intention to make this move which will result in the last 50 moves by each player having been made without the movement of any pawn and without any capture, or
- b. the last 50 consecutive moves by each player have been completed without the movement of any pawn and without any capture

9.4 If the player touches a piece as in Article 4.3, he loses the right to claim a draw under Article 9.2 or 9.3 on that move.

9.5 If a player claims a draw under Article 9.2 or 9.3, he or the arbiter shall stop the chessclock (see Article 6.12a or 6.12b). He is not allowed to withdraw his claim.

- a. If the claim is found to be correct, the game is immediately drawn
- b. If the claim is found to be incorrect, the arbiter shall add two minutes to the opponent's remaining thinking time. Then the game shall continue. If the claim was based on an intended move, this move must be made in accordance with Articles 3 and 4.

9.6 If one or both of the following occur(s) then the game is drawn:

- a. the same position has appeared, as in 9.2b, for at least five consecutive alternate moves by each player.
- b. any consecutive series of 75 moves have been completed by each player without the movement of any pawn and without any capture. If the last move resulted in checkmate, that shall take precedence

9.7 The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves. This immediately ends the game, provided that the move producing this position was in accordance with Article 3 and Articles 4.2 – 4.7.

Article 11: The conduct of the players

11.3 a. During play the players are forbidden to use any notes, sources of information or advice, or analyse any game on another chessboard.

b. During play, a player is forbidden to have a mobile phone and/or other electronic means of communication in the playing venue. If it is evident that a player brought such a device into the playing venue, he shall lose the game. The opponent shall win.

The rules of a competition may specify a different, less severe, penalty.

The arbiter may require the player to allow his clothes, bags or other items to be inspected, in private.

The arbiter or a person authorised by the arbiter shall inspect the player and shall be of the same gender as the player. If a player refuses to cooperate with these obligations, the arbiter shall take measures in accordance with Article 12.9.

c. Smoking is permitted only in the section of the venue designated by the arbiter.

11.4 Players who have finished their games shall be considered to be spectators.

11.5 It is forbidden to distract or annoy the opponent in any manner whatsoever. This includes unreasonable claims, unreasonable offers of a draw or the introduction of a source of noise into the playing area.

11.6 Infraction of any part of Articles 11.1 – 11.5 shall lead to penalties in accordance with Article 12.9.

11.7 Persistent refusal by a player to comply with the Laws of Chess shall be penalised by loss of the game.

APPENDIX A. Rapidplay

A.1 A 'Rapidplay' game is one where either all the moves must be completed in a fixed time of more than 10 minutes but less than 60 minutes for each player; or the time allotted plus 60 times any increment is of more than 10 minutes but less than 60 minutes for each player.

A.2 Players do not need to record the moves.

A.4 The following rules apply to Rapidplay games:

a. From the initial position, once ten moves have been completed by each player,

(1) No change can be made to the clock setting, unless the schedule of the event would be adversely affected.

(2) No claim can be made regarding incorrect set-up or orientation of the chessboard. In case of incorrect king placement, castling is not allowed. In case of incorrect rook placement, castling with this rook is not allowed.

b. An illegal move is completed once the player has pressed his clock. If the arbiter observes this he shall declare the game lost by the player, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim a win, provided the opponent has not made his next move. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves. If the opponent does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.

c. To claim a win on time, the claimant must stop the chessclock and notify the arbiter. For the claim to be successful, the claimant must have time remaining on his own clock after the chessclock has been stopped. However, the game is drawn if the position is such that the opponent cannot checkmate the player's king by any possible series of legal moves.

d. If the arbiter observes both kings are in check, or a pawn on the rank furthest from its starting position, he shall wait until the next move is completed. Then, if the illegal position is still on the board, he shall declare the game drawn.

A.5 The Rules for a competition shall specify whether Article A.3 or Article A.4 shall apply for the entire event.

APPENDIX B. Blitz

B1. A 'Blitz game' is one where all the moves must be made in a fixed time of 10 minutes or less for each player or the allotted time plus 60 times any increment is 10 minutes or less.

B2. The penalties mentioned elsewhere in the Laws shall be one minute instead of two minutes

B4. In all other respects, play shall be governed by the Rapidplay Laws as in Appendix A4

APPENDIX G. Quickplay Finishes

G.1 A 'quickplay finish' is the phase of a game when all the remaining moves must be completed in a finite time.

G.2 Before the start of an event it shall be announced whether this Appendix shall apply or not.

G.3 This Appendix shall only apply to standard play and rapidplay games without increment and not to blitz games.

G.4 If the player having the move has less than two minutes left on his clock, he may request that a time delay or cumulative time of an extra five seconds be introduced for both players, if possible. This constitutes the offer of a draw. If refused, and the arbiter agrees to the request, the clocks shall then be set with the extra time; the opponent shall be awarded two extra minutes and the game shall continue.

G.5 If Article G.4 does not apply and the player having the move has less than two minutes left on his clock, he may claim a draw before his flag falls. He shall summon the arbiter and may stop the chessclock (see Article 6.12 b). He may claim on the basis that his opponent cannot win by normal means, and/or that his opponent has been making no effort to win by normal means

a. If the arbiter agrees that the opponent cannot win by normal means, or that the opponent has been making no effort to win the game by normal means, he shall declare the game drawn. Otherwise he shall postpone his decision or reject the claim.

b. If the arbiter postpones his decision, the opponent may be awarded two extra minutes and the game shall continue, if possible, in the presence of an arbiter. The arbiter shall declare the final result later in the game or as soon as possible after the flag of either player has fallen. He shall declare the game drawn if he agrees that the opponent of the player whose flag has fallen cannot win by normal means, or that he was not making sufficient attempts to win by normal means.

c. If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes.

d The decision of the arbiter shall be final relating to (a), (b) and (c).

G.6 The following shall apply when the competition is not supervised by an arbiter:

a. 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:

(1) That his opponent cannot win by normal means, and/or

(2) That his opponent has been making no effort to win by normal means.

In (1) the player must write down the final position and his opponent must verify it.

In (2) 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.

b. The claim shall be referred to the designated arbiter.