

LEAGUE MANAGEMENT COMMITTEE (LMC)

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

CHAIRMAN:

Mike Thornton 6 Briar Close, Oadby LE2 5TG ☎ 2710865 michaelathornton@talktalk.net

SECRETARY:

John Pattinson, 6 Lark Close, LFE, LE3 3NX ☎ 2386758 chess.thurnby@gmail.com

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: Michael Fraser results@michaelfraser.me

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

COMMITTEE MEMBERS:

John Mitchell (Junior chess) ☎ 0115 967 0700 (h), 07884 052673 (m); mitchfood@btinternet.com

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

Jim Bingham, ☎ 01455 286805, jim.t.bingham@btopenworld.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: Jim Bingham (see above)

TREASURER: Bob Collins (see above)

COUNTY TEAMS

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

Under 100 Captain Paul Colburn 0116 2322379 leicestershirechess@yahoo.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; Cyril Johnson (2609012) Arbiter and Coach

DIRECTORY OF CLUBS 2015-2016

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 2015-16 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: Larry Hayden, 01530 560179; 07879 273495. larryhayden@talktalk.net
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
Visitors must sign in. Licensed premises: bar available. Visitors crossing the snooker hall to the playing area are asked to avoid disturbing snooker players' shots!!
Junior chess club meets Thurs 6pm to 7pm at Ivanhoe Club (above)

BLABY DISTRICT CHESS CLUB AT THE HEATHCOTE ARMS

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

Tuesday 7.30 pm

Civic Centre, Kingsway, Braunstone Town, LE3 2PP
Secretary: Paul Colburn, ☎ 2322379; 07971 164598 leicestershirechess@yahoo.com
1st Team Captain: Paul Colburn, as above
2nd Team Captain: Jim Bingham ☎ 01455 286805 jim.t.bingham@btopenworld.com
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
6th Team Captain Paul Colburn, as above
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

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
4th team Captain: Jim Kellock ☎ 2390561 07901 552167 (m) Kellockjim@gmail.com
4th team Captain: Les Bowles ☎ 2393031 07934 706541 (m) lesbow@dsl.pipex.com

LATIMER

Thursday 7.15 pm

Latimer Ward Conservative Club, Surrey Street, Leicester, LE4 6FG
Secretary: Brian Slater, ☎ 2872761; slaterbrian@live.co.uk
1st Team Captain: Paul Deacon ☎ 2416541, 04784 323172 (m) pauldeacon58@hotmail.co.uk
2nd Team Captain: as Secretary
Licensed premises: bar available, food sometimes. Food and drink not to be brought into the Club.

LEICESTER UNIVERSITY

Wednesday 7.15 pm

University of Leicester, University Road, Leicester, LE1 7RH

Secretary: Laurence Livsey ☎ 07447 008034 ltpl1@le.ac.ukDaniel Denton ☎ 07481020727 dd171@le.ac.uk1st Team Captain: Laurence Livsey ☎ 07447 008034 ltpl1@le.ac.uk2nd Team Captain: Laurence Livsey ☎ 07447 008034 ltpl1@le.ac.uk**LOUGHBOROUGH**

Wednesday 7.30 pm

Fennel Street Club, 20 Fennel Street, Loughborough, LE11 1UQ

Secretary: Terry Adcock, ☎ 01509 269910; tadcoc7@aol.com1st Team Captain: Glyn Ward, ☎ 01332 850019 (h), 07985 028463(m), Cheesewright@btinternet.com2nd Team Captain: Terry Adcock, as above3rd Team Captain: Terry Adcock, as above

Licensed bar in building.

MARKET HARBOROUGH

Thursday 7.15 pm

Catholic Club, 40 Coventry Road, Market Harborough, LE16 9BZ

Secretary: Charles Oppenheim, ☎ 01858 469614 (h), 07583442915(m) c.oppenheim@btinternet.com1st Team Captain: Romilly Ileric, ☎ 01858 432065 (h)

Licensed premises: bar available.

MELTON & RUTLAND

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; 07507 114385 (m) peter.poolan@ntlworld.com1st Team Captain: John Denton, ☎ 01664 560870 (h) 07956 409088 (m); john.denton4@ntlworld.com2nd Team Captain: Shaun Cope ☎ 01664 859473 (h) 07880780668 (m) shaunandoksana@gmail.com3rd Team Captain: Bob Wallace ☎ 01572 756828 (h) 07711 957142 (m): robwallace.bob@gmail.com4th Team Captain: Peter Poolan, as above**Visitors must sign in; steps at front door.** Disabled access is via the rear of the building.

Licensed premises, bar available.

OADBY

Thursday 7.15 pm

Beauchamp College, The Ridgeway, Oadby LE2 5TP. Please park at the front or side of the building (Ridgeway or Coombe Rise), not at rear by sports hall (clamping!).

Secretary: Dr. Don Candlin, ☎ 2712924 (no e-mail)

1st Team Captain: Mike Thornton, ☎ 2710865; michaelathornton@talktalk.net

Vending machine in building. NB 7.15 start essential to ensure finish by 9.55 pm.

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.uk1st Team Captain: Mick Slater gmslater@hotmail.co.uk

Licensed premises; no disabled toilet facilities.

SHEPshed ROOKS

Thursday 7.15 pm

Hind Leys Community College, Forest Street, Shepshed LE12 9DB

Sec: David Farrall, ☎ 01509 844437; ☎ 07771 139032 djfarrell@talktalk.net1st Team Captain: Rupert Bowley, ☎ 01509 821194; r.bowley1@ntlworld.com2nd Team Captain: Robert Henfrey, ☎ 07949 725090(m); roberthenfrey@btinternet.comDrinks 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: Cyril Johnson, ☎ 2609012 (m) 07778 707733 cyriljohnson@yahoo.co.uk1st Team Captain: Shabir Okhai ☎ 07914 666422 shabirokhai@gmail.com2nd Team Captain: Rob Stone, ☎ 2418490; robertstone99@live.co.uk3rd Team Captain: Cyril Johnson, as above4rd Team Captain: Cyril Johnson, as above5th 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.com1st Team Captain: Ray Burgess, ☎ 2418803; rayburgesschess@gmail.com2nd Team Captain: Mick Busby, ☎ 2711654: use chess.thurnby@gmail.com**WIGSTON**

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.net1st Team Captain: Andy Morley ☎ 2831488; a.morley953@btinternet.com2nd Team Captain: Andy Morley, as above3rd Team Captain: Rob van Stee, ☎ 2882263 (m) 0790-8273953; rob.vanstee@le.ac.uk4th Team Captain: Neil Beasley, as above5th Team Captain: Neil Beasley, as above6th Team Captain: Neil Beasley, 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, 2014 - 2015**

	Winners	Runners-Up
League Division 1	Wigston 1	Shepshed 1
League Division 2	Braunstone 1	Syston 1
League Division 3	Loughborough 2	Market Harborough
League Division 4	Kirby Muxloe 1	Wigston 4
League Division 5	Red Admiral 1	Leicester University
League Division 6	Wigston 6	Ashby 4
Chapman Cup		
Birstall Cup		
Harrod Cup		
Wylie Cup		
George Winterton Cup	Loughborough	Ashby

LEICESTERSHIRE COUNTY TEAM FIXTURES 2015-2016

The fixtures for season 2015 – 2016 are as follows:

1st Team

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

Under 100 Team

Captains: Paul Colburn 0116 2322379 & 07971 164598 leicestershirechess@yahoo.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 2015

At the time of going to press the County Championship Open and Minor sections were undecided. The winner of the Minor was Ben Vaughan.

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 2016

It is expected that from early May to end-September 2016 LRCA will run the same cup competitions as in 2015, 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 2015-16

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	Games	Pts	Games	Pts	Games	Pts	Games	Pts	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 G5 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 G 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 2015-2016

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

Division 1

Wed	30-Sep	Thurnby 1	V	Ashby 1	Tue	19-Jan	Braunstone 1	V	Ashby 1
Thu	01-Oct	Wigston 1	V	Wigston 2	Tue	19-Jan	Syston 1	V	Shepshed 1
Thu	01-Oct	Shepshed 2	V	Shepshed 1	Thu	21-Jan	Wigston 2	V	Shepshed 2
Thu	08-Oct	Shepshed 2	V	Wigston 2	Thu	28-Jan	Wigston 2	V	Syston 1
Thu	15-Oct	Ashby 1	V	Braunstone 1	Thu	28-Jan	Shepshed 2	V	Ashby 1
Thu	15-Oct	Wigston 1	V	Syston 1	Thu	04-Feb	Wigston 2	V	Wigston 1
Tue	20-Oct	Braunstone 1	V	Shepshed 2	Thu	04-Feb	Shepshed 1	V	Shepshed 2
Thu	22-Oct	Wigston 2	V	Thurnby 1	Thu	04-Feb	Ashby 1	V	Thurnby 1
Thu	29-Oct	Shepshed 1	V	Wigston 1	Tue	09-Feb	Braunstone 1	V	Syston 1
Thu	29-Oct	Ashby 1	V	Syston 1	Thu	11-Feb	Wigston 1	V	Shepshed 1
Thu	05-Nov	Wigston 1	V	Braunstone 1	Tue	16-Feb	Syston 1	V	Ashby 1
Thu	05-Nov	Shepshed 1	V	Syston 1	Wed	17-Feb	Thurnby 1	V	Wigston 2
Tue	10-Nov	Syston 1	V	Thurnby 1	Tue	23-Feb	Braunstone 1	V	Wigston 1
Thu	12-Nov	Shepshed 1	V	Wigston 2	Thu	25-Feb	Shepshed 2	V	Syston 1
Thu	19-Nov	Shepshed 1	V	Braunstone 1	Wed	02-Mar	Thurnby 1	V	Syston 1
Thu	19-Nov	Ashby 1	V	Wigston 1	Thu	03-Mar	Wigston 2	V	Shepshed 1
Thu	26-Nov	Wigston 2	V	Braunstone 1	Thu	10-Mar	Shepshed 2	V	Braunstone 1
Thu	26-Nov	Ashby 1	V	Shepshed 2	Tue	15-Mar	Syston 1	V	Shepshed 2
Tue	01-Dec	Syston 1	V	Wigston 1	Thu	17-Mar	Wigston 1	V	Ashby 1
Thu	03-Dec	Shepshed 2	V	Thurnby 1	Thu	17-Mar	Shepshed 1	V	Thurnby 1
Tue	08-Dec	Braunstone 1	V	Shepshed 1	Wed	23-Mar	Thurnby 1	V	Shepshed 1
Wed	09-Dec	Thurnby 1	V	Shepshed 2	Tue	29-Mar	Braunstone 1	V	Wigston 2
Thu	10-Dec	Ashby 1	V	Wigston 2	Thu	07-Apr	Wigston 2	V	Ashby 1
Thu	17-Dec	Shepshed 1	V	Ashby 1	Thu	14-Apr	Wigston 1	V	Shepshed 2
Wed	06-Jan	Thurnby 1	V	Braunstone 1	Tue	19-Apr	Syston 1	V	Wigston 2
Thu	07-Jan	Shepshed 2	V	Wigston 1	Tue	19-Apr	Braunstone 1	V	Thurnby 1
Tue	12-Jan	Syston 1	V	Braunstone 1	Thu	21-Apr	Ashby 1	V	Shepshed 1
Thu	14-Jan	Wigston 1	V	Thurnby 1	Wed	27-Apr	Thurnby 1	V	Wigston 1

Division 2

Tue	29-Sep	Syston 2	V	Ashby 2	Wed	27-Jan	Loughborough 2	V	Loughborough 1
Tue	06-Oct	Braunstone 2	V	Melton 1	Wed	27-Jan	Melton 1	V	Braunstone 2
Tue	06-Oct	Syston 2	V	Wigston 3	Wed	03-Feb	Loughborough 1	V	Ashby 2
Wed	07-Oct	Loughborough 1	V	Loughborough 2	Wed	10-Feb	Melton 1	V	Heathcote 1
Tue	13-Oct	Braunstone 2	V	Loughborough 1	Thu	11-Feb	Ashby 2	V	Syston 2
Wed	14-Oct	Loughborough 2	V	Wigston 3	Thu	11-Feb	Wigston 3	V	Loughborough 2
Tue	20-Oct	Heathcote 1	V	Melton 1	Tue	23-Feb	Syston 2	V	Heathcote 1
Thu	22-Oct	Ashby 2	V	Loughborough 1	Wed	24-Feb	Loughborough 2	V	Ashby 2
Tue	27-Oct	Braunstone 2	V	Syston 2	Thu	25-Feb	Wigston 3	V	Melton 1
Tue	03-Nov	Braunstone 2	V	Heathcote 1	Tue	01-Mar	Braunstone 2	V	Loughborough 2
Wed	04-Nov	Melton 1	V	Wigston 3	Wed	09-Mar	Loughborough 1	V	Heathcote 1
Thu	05-Nov	Ashby 2	V	Loughborough 2	Wed	09-Mar	Melton 1	V	Syston 2
Wed	11-Nov	Loughborough 2	V	Braunstone 2	Thu	10-Mar	Ashby 2	V	Wigston 3
Thu	12-Nov	Ashby 2	V	Heathcote 1	Wed	16-Mar	Loughborough 2	V	Heathcote 1
Tue	17-Nov	Syston 2	V	Melton 1	Thu	17-Mar	Wigston 3	V	Syston 2
Wed	18-Nov	Loughborough 1	V	Braunstone 2	Tue	22-Mar	Syston 2	V	Braunstone 2
Tue	24-Nov	Heathcote 1	V	Loughborough 2	Thu	24-Mar	Wigston 3	V	Ashby 2
Tue	01-Dec	Braunstone 2	V	Ashby 2	Wed	30-Mar	Melton 1	V	Loughborough 1
Tue	01-Dec	Heathcote 1	V	Wigston 3	Thu	31-Mar	Ashby 2	V	Braunstone 2
Wed	02-Dec	Loughborough 1	V	Melton 1	Wed	06-Apr	Melton 1	V	Loughborough 2
Tue	08-Dec	Heathcote 1	V	Syston 2	Tue	12-Apr	Heathcote 1	V	Ashby 2
Wed	09-Dec	Loughborough 2	V	Melton 1	Tue	12-Apr	Braunstone 2	V	Wigston 3
Tue	15-Dec	Syston 2	V	Loughborough 1	Wed	13-Apr	Loughborough 1	V	Syston 2
Thu	17-Dec	Wigston 3	V	Braunstone 2	Thu	21-Apr	Wigston 3	V	Heathcote 1
Tue	05-Jan	Heathcote 1	V	Loughborough 1	Tue	26-Apr	Heathcote 1	V	Braunstone 2
Wed	06-Jan	Loughborough 2	V	Syston 2	Tue	26-Apr	Syston 2	V	Loughborough 2
Wed	13-Jan	Melton 1	V	Ashby 2	Thu	28-Apr	Ashby 2	V	Melton 1
Wed	13-Jan	Loughborough 1	V	Wigston 3	Thu	28-Apr	Wigston 3	V	Loughborough 1

Division 3

Tue	29-Sep	Braunstone 3	V	Thurnby 2	Thu	28-Jan	Mkt Harboro 1	V	Wigston 4
Thu	01-Oct	Latimer 1	V	Kirby 1	Wed	03-Feb	Melton 2	V	Thurnby 2
Wed	07-Oct	Melton 2	V	Latimer 1	Thu	04-Feb	Kirby 1	V	Braunstone 3
Wed	14-Oct	Thurnby 2	V	Melton 2	Wed	10-Feb	Thurnby 2	V	Latimer 1
Thu	22-Oct	Wigston 4	V	Mkt Harboro 1	Tue	16-Feb	Braunstone 3	V	Kirby 1
Wed	28-Oct	Melton 2	V	Wigston 4	Thu	18-Feb	Wigston 4	V	Melton 2
Thu	29-Oct	Mkt Harboro 1	V	Braunstone 3	Wed	02-Mar	Melton 2	V	Braunstone 3
Thu	05-Nov	Latimer 1	V	Thurnby 2	Thu	03-Mar	Kirby 1	V	Mkt Harboro 1
Thu	05-Nov	Wigston 4	V	Kirby 1	Thu	03-Mar	Latimer 1	V	Wigston 4
Thu	12-Nov	Mkt Harboro 1	V	Kirby 1	Thu	10-Mar	Mkt Harboro 1	V	Thurnby 2
Thu	12-Nov	Latimer 1	V	Braunstone 3	Tue	15-Mar	Braunstone 3	V	Latimer 1
Thu	19-Nov	Wigston 4	V	Thurnby 2	Wed	16-Mar	Melton 2	V	Kirby 1
Tue	24-Nov	Braunstone 3	V	Mkt Harboro 1	Wed	23-Mar	Melton 2	V	Mkt Harboro 1
Thu	26-Nov	Kirby 1	V	Melton 2	Wed	30-Mar	Thurnby 2	V	Braunstone 3
Thu	26-Nov	Wigston 4	V	Latimer 1	Wed	06-Apr	Thurnby 2	V	Wigston 4
Tue	15-Dec	Braunstone 3	V	Melton 2	Thu	07-Apr	Kirby 1	V	Latimer 1
Thu	17-Dec	Kirby 1	V	Thurnby 2	Wed	13-Apr	Thurnby 2	V	Kirby 1
Thu	07-Jan	Mkt Harboro 1	V	Latimer 1	Thu	14-Apr	Mkt Harboro 1	V	Melton 2
Wed	13-Jan	Thurnby 2	V	Mkt Harboro 1	Tue	19-Apr	Braunstone 3	V	Wigston 4
Thu	14-Jan	Kirby 1	V	Wigston 4	Thu	21-Apr	Latimer 1	V	Mkt Harboro 1
Thu	21-Jan	Latimer 1	V	Melton 2					
Thu	21-Jan	Wigston 4	V	Braunstone 3					

Division 4

Tue	29-Sep	Heathcote 2	V	Loughborough 3	Thu	21-Jan	Kirby 2	V	University 1
Thu	08-Oct	Kirby 2	V	Wigston 5	Tue	02-Feb	Braunstone 4	V	Ashby 3
Tue	13-Oct	Braunstone 4	V	Loughborough 3	Tue	02-Feb	Heathcote 2	V	Wigston 5
Wed	14-Oct	University 1	V	Kirby 2	Wed	03-Feb	Loughborough 3	V	Kirby 2
Thu	22-Oct	Kirby 2	V	Loughborough 3	Thu	11-Feb	Kirby 2	V	Braunstone 4
Tue	27-Oct	Heathcote 2	V	Ashby 3	Wed	17-Feb	University 1	V	Loughborough 3
Wed	28-Oct	Loughborough 3	V	University 1	Thu	18-Feb	Ashby 3	V	Heathcote 2
Thu	29-Oct	Wigston 5	V	Kirby 2	Thu	25-Feb	Kirby 2	V	Ashby 3
Tue	10-Nov	Heathcote 2	V	Braunstone 4	Tue	01-Mar	Braunstone 4	V	Heathcote 2
Thu	12-Nov	Wigston 5	V	University 1	Wed	02-Mar	University 1	V	Wigston 5
Tue	17-Nov	Braunstone 4	V	Kirby 2	Wed	09-Mar	University 1	V	Braunstone 4
Wed	25-Nov	Loughborough 3	V	Wigston 5	Thu	10-Mar	Wigston 5	V	Loughborough 3
Thu	26-Nov	Ashby 3	V	University 1	Wed	16-Mar	University 1	V	Ashby 3
Tue	01-Dec	Braunstone 4	V	University 1	Thu	24-Mar	Wigston 5	V	Heathcote 2
Thu	03-Dec	Kirby 2	V	Heathcote 2	Wed	30-Mar	Loughborough 3	V	Ashby 3
Thu	03-Dec	Ashby 3	V	Loughborough 3	Tue	05-Apr	Heathcote 2	V	Kirby 2
Thu	17-Dec	Wigston 5	V	Ashby 3	Wed	13-Apr	Loughborough 3	V	Braunstone 4
Thu	07-Jan	Ashby 3	V	Braunstone 4	Thu	14-Apr	Ashby 3	V	Wigston 5
Tue	12-Jan	Heathcote 2	V	University 1	Thu	21-Apr	Ashby 3	V	Kirby 2
Tue	12-Jan	Braunstone 4	V	Wigston 5	Wed	27-Apr	University 1	V	Heathcote 2
Wed	20-Jan	Loughborough 3	V	Heathcote 2	Thu	28-Apr	Wigston 5	V	Braunstone 4

Division 5

Thu	01-Oct	Ashby 4	V	Melton 3	Wed	13-Jan	Melton 3	V	Ashby 4
Thu	01-Oct	Wigston 6	V	Syston 3	Thu	14-Jan	Kirby 3	V	University 2
Thu	08-Oct	Latimer 2	V	Ashby 4	Tue	19-Jan	Syston 3	V	Wigston 6
Tue	13-Oct	Syston 3	V	Syston 4	Wed	27-Jan	University 2	V	Syston 4
Thu	15-Oct	Kirby 3	V	Latimer 2	Thu	28-Jan	Wigston 6	V	Ashby 4
Wed	21-Oct	University 2	V	Melton 3	Tue	02-Feb	Syston 4	V	Syston 3
Thu	22-Oct	Ashby 4	V	Wigston 6	Wed	03-Feb	University 2	V	Wigston 6
Tue	27-Oct	Syston 4	V	Wigston 6	Wed	10-Feb	Melton 3	V	University 2
Thu	29-Oct	Latimer 2	V	University 2	Tue	16-Feb	Syston 3	V	Ashby 4
Tue	03-Nov	Syston 3	V	Latimer 2	Thu	18-Feb	Latimer 2	V	Kirby 3
Wed	04-Nov	University 2	V	Kirby 3	Thu	18-Feb	Wigston 6	V	Syston 4
Wed	04-Nov	Melton 3	V	Wigston 6	Wed	24-Feb	University 2	V	Latimer 2
Tue	10-Nov	Syston 3	V	Kirby 3	Thu	25-Feb	Wigston 6	V	Melton 3
Thu	12-Nov	Ashby 4	V	Syston 4	Tue	01-Mar	Syston 4	V	Ashby 4
Thu	19-Nov	Ashby 4	V	Syston 3	Thu	03-Mar	Kirby 3	V	Syston 3
Thu	19-Nov	Latimer 2	V	Melton 3	Wed	09-Mar	Melton 3	V	Latimer 2
Thu	19-Nov	Wigston 6	V	University 2	Tue	15-Mar	Syston 3	V	University 2
Tue	24-Nov	Syston 4	V	Kirby 3	Thu	17-Mar	Kirby 3	V	Syston 4
Wed	25-Nov	University 2	V	Syston 3	Thu	24-Mar	Ashby 4	V	Latimer 2
Tue	01-Dec	Syston 3	V	Melton 3	Wed	30-Mar	Melton 3	V	Syston 3
Wed	02-Dec	University 2	V	Ashby 4	Thu	31-Mar	Latimer 2	V	Wigston 6
Thu	10-Dec	Kirby 3	V	Ashby 4	Thu	07-Apr	Ashby 4	V	Kirby 3
Thu	10-Dec	Wigston 6	V	Latimer 2	Wed	13-Apr	Melton 3	V	Syston 4
Wed	16-Dec	Melton 3	V	Kirby 3	Thu	21-Apr	Kirby 3	V	Wigston 6
Thu	17-Dec	Latimer 2	V	Syston 3	Thu	28-Apr	Ashby 4	V	University 2
Tue	05-Jan	Syston 4	V	Melton 3	Thu	28-Apr	Kirby 3	V	Melton 3
Thu	07-Jan	Wigston 6	V	Kirby 3	Thu	28-Apr	Latimer 2	V	Syston 4
Tue	12-Jan	Syston 4	V	Latimer 2	Tue	03-May	Syston 4	V	University 2

Division 6

Tue	29-Sep	Syston 5	V Kirby 4	Thu	21-Jan	Kirby 4	V Melton 4
Wed	30-Sep	Melton 4	V Braunstone 6	Thu	21-Jan	Ashby 5	V Oadby 1
Tue	06-Oct	Braunstone 6	V Braunstone 5	Tue	26-Jan	Braunstone 5	V Ashby 5
Tue	06-Oct	Syston 5	V Melton 4	Tue	26-Jan	Heathcote 3	V Melton 4
Wed	07-Oct	Red Admiral 1	V Heathcote 3	Tue	26-Jan	Syston 5	V Red Admiral 1
Tue	13-Oct	Heathcote 3	V Braunstone 6	Thu	28-Jan	Kirby 4	V Oadby 1
Wed	14-Oct	Melton 4	V Kirby 4	Tue	02-Feb	Braunstone 6	V Kirby 4
Tue	20-Oct	Heathcote 3	V Ashby 5	Tue	09-Feb	Syston 5	V Braunstone 5
Tue	20-Oct	Braunstone 5	V Syston 5	Wed	10-Feb	Red Admiral 1	V Kirby 4
Thu	22-Oct	Kirby 4	V Braunstone 6	Thu	11-Feb	Ashby 5	V Heathcote 3
Thu	29-Oct	Ashby 5	V Braunstone 5	Tue	16-Feb	Braunstone 6	V Red Admiral 1
Thu	29-Oct	Oadby 1	V Melton 4	Wed	17-Feb	Melton 4	V Oadby 1
Thu	29-Oct	Kirby 4	V Red Admiral 1	Tue	23-Feb	Braunstone 5	V Braunstone 6
Tue	03-Nov	Heathcote 3	V Braunstone 5	Tue	23-Feb	Syston 5	V Oadby 1
Thu	05-Nov	Ashby 5	V Kirby 4	Thu	25-Feb	Kirby 4	V Ashby 5
Thu	05-Nov	Oadby 1	V Syston 5	Wed	02-Mar	Melton 4	V Red Admiral 1
Tue	10-Nov	Braunstone 6	V Syston 5	Thu	03-Mar	Oadby 1	V Braunstone 6
Wed	11-Nov	Red Admiral 1	V Melton 4	Tue	08-Mar	Heathcote 3	V Syston 5
Tue	17-Nov	Braunstone 6	V Ashby 5	Thu	10-Mar	Kirby 4	V Braunstone 5
Tue	17-Nov	Syston 5	V Heathcote 3	Thu	10-Mar	Oadby 1	V Red Admiral 1
Wed	18-Nov	Red Admiral 1	V Oadby 1	Tue	15-Mar	Heathcote 3	V Oadby 1
Tue	24-Nov	Braunstone 5	V Heathcote 3	Wed	16-Mar	Red Admiral 1	V Braunstone 6
Wed	25-Nov	Melton 4	V Ashby 5	Thu	17-Mar	Ashby 5	V Melton 4
Wed	02-Dec	Red Admiral 1	V Syston 5	Tue	22-Mar	Braunstone 5	V Kirby 4
Thu	03-Dec	Oadby 1	V Kirby 4	Wed	23-Mar	Melton 4	V Syston 5
Tue	08-Dec	Braunstone 6	V Oadby 1	Tue	29-Mar	Heathcote 3	V Kirby 4
Tue	08-Dec	Heathcote 3	V Red Admiral 1	Thu	31-Mar	Ashby 5	V Braunstone 6
Wed	09-Dec	Melton 4	V Braunstone 5	Tue	05-Apr	Braunstone 5	V Melton 4
Tue	15-Dec	Braunstone 5	V Oadby 1	Thu	14-Apr	Oadby 1	V Braunstone 5
Wed	16-Dec	Red Admiral 1	V Ashby 5	Thu	14-Apr	Ashby 5	V Red Admiral 1
Thu	17-Dec	Kirby 4	V Heathcote 3	Thu	14-Apr	Kirby 4	V Syston 5
Tue	05-Jan	Braunstone 6	V Heathcote 3	Tue	19-Apr	Syston 5	V Braunstone 6
Tue	12-Jan	Braunstone 6	V Melton 4	Wed	20-Apr	Melton 4	V Heathcote 3
Thu	14-Jan	Oadby 1	V Heathcote 3	Thu	21-Apr	Oadby 1	V Ashby 5
Thu	14-Jan	Ashby 5	V Syston 5	Tue	26-Apr	Syston 5	V Ashby 5
Tue	19-Jan	Braunstone 5	V Red Admiral 1	Wed	27-Apr	Red Admiral 1	V Braunstone 5

GRADING LIST 2015 - 2016

- 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 2015. They reflect players' performances over the period January 1st 2015 – June 30th 2015 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 2015-16 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 Web site. These assigned grades, which may be revised in December 2015 and at Easter 2016 in the light of results. 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	Standard	Braunstone	Standard
Agnew, Alan	189	Barker, Ian	130
Armstrong, C Victor	126	Barlow, Steve	100
Brown, Mick	104	Bingham, James T	150
Dove, Tom P	163	Chen, Qiyuan	103
Evans, Roy	152	Closs, Guy I	116
Gibson, Paul	149	Colburn, Paul J	175
Griffiths, Mike	99	Gamble, Matthew G	65
Hayden, Lawrence F	142	Gonem, Sherif	148
Holmes, Stephen	39	Gulab, Vijay	108
Jones, Peter	98	Hamby, Stephen	138
Lassetter, Neil	96	Hanscombe, Richard	167
Nicholson, Brian S	65	Hill, Cyril D	122
Reynolds, David	135	Hoch, Toby	137
Roberts, Neil J	91	Jacobson, Holly	122
Tipper, Christopher S	143	Lathwood, Roy	104
Vann, Richard P	171	Lo, Matthew	101
Williams, Richard P	96	Martin, Paul	79
Worror-Goodin, George	93	Oliver, John A	103
York, Russell	123	Read, Barry W	107
		Reid, Conor JP	142
		Reid, Patrick W	108
		Robinson, Anthony D	120
		Robinson, John K	177
		Salisbury, Michael W	161
		Sandrovitch, David	146
		Wells, Jeremy	140
Heathcote Arms			
Beach, Ray	83		
Booley, Graham M	146		
Bray, Dave J	174		
Cowley, Michael H	148		
Ganger, Rajan	182		
Ganger, Sajan	128		
Harbidge, Drew	74		
Harrison, Peter K	141		
Hewitt, Sean	160		
Maconnachie, Richard	101		
Manger, John D	140		
Milner, Gordon	39		
Roberts, Bill	74		
Ross, Colin	105		
Sharpe, Graham J	189		

Kirby Castlers	Standard	Market Harborough	Standard
Bowles, Les F	73	Clarke, Ian M	140
Brown, Tom	129	Hatton, Paul R	122
Cowley, Jim	116	Ilersic, Romilly	161
Gonzaga, Edda	5	Kennedy, Sean	70
Gray, Paul	123	King, Robert (Bob)	93
Hill, Eddie	104	Newham, John	121
Kellock, Jim B	63	Oppenheim, Charles	134
Lund, Malcolm	88	Thomson, John	153
McEachran, Ewan	122		
McNeil, Fraser	64	Hinckley	
McNeil, Ian	48		
Shaw, Peter G	64	Bailey, Barry R	111
Skelley, John	145	Clay, Terry F	95
Smith, Steven	95	Gibbs, Peter C	160
Townsend, Arthur	119	Phillips, Howard W	126
Townsend, Ray P	111	Radesk, Brian	118
Turner, Lewis A	161	Rayner, John J	121
Walker, John M	132	Rist, Trevor	120
Walton, David J	126	Smith, Jason D	104
		Visgandis, Bernard	97
Loughborough		Latimer	
Adcock, Gregory	156	Dautaj, Bajram	
Adcock, Michael	126	Davis, Richard T	113
Adcock, Terry D	127	Garland, Michael A snr	113
Dawkins, John V	168	Gurney, Roy J	105
Glover, John	141	Hill, Granville	120
Gordon, Stewart MJ	75	Knight, Craig M	141
Hickman, Peter J	120	Potter, Karl H	164
Hulland, Martin	153	Slater, Brian L	118
McAulay, Laurie	122		
Miller, James N	154	Leicester University	
Mitchell, John R	168		
Northage, Robert H	143	Denton, Dan	125
Ward, Glyn	141	Goldsmith, Rory	113
		Livsey, Laurence	138
		Lyon, Alexander	149
		Wilson-Hebben, Eddie	108

Melton Mowbray	Standard	Shepshed Rooks	Standard
Billingham, John	154	Adams, Sarah	60
Botteley, Gerald	146	Bennett, Kevin K	118
Cope, Shaun	146	Bowley, Rupert J	168
Curtis, Trevor	85	Farrall, David J	153
Denton, John R	174	Harrison, Graham	173
Farquharson, Ian	118	Henfrey, Robert D	171
Gist, Elizabeth	120	Jarvis, Derek A	174
Jex, Alan M	164	Jimenez, Alfonso	153
Keightley, Andrew	75	McDermott, Patrick	148
Knight, Christopher J	128	Sheahan, Sean D	177
Lee, Graham D	202	Simpson, John W	103
Macauley, Glenn	139	Toothill, Andrew	167
Martin, Steve	77	Toothill, Neil M	163
Milner, Ed	123		
Peters, Simon	142	Syston	
Poolan, Peter	102		
Reynolds, Tom	171	Adams, Mick	91
Smith, Peter A	85	Agger, Reg	91
Wallace, Robert (Bob)	135	Cresswell, Peter G	88
Walton, Alison	67	Damodaran, Somanathan	121
		Foreman, Brian A	143
Oadby		Galligan, Brian	186
		Gramaticu, Constantin	164
Candlin, Don B	120	Hollingworth, Stuart	105
Glenton, F Ivor	83	Johnson, Cyril FW	117
Gutteridge, John E	48	Kotecha, Parag	105
Jones, Barry	74	Leonard, John	103
Pettitt, David	127	Martin, Maurice	88
Thornton, Mike A	123	Morelli, Nando	69
		Mundy, Rob	84
Red Admiral		Okhai, Shabir	187
		Pourmozafari, Ben	129
Barabas, Peter	101	Stone, Robert	116
Carter, Andy S	96	Suchak, Parin	140
Cunnold, Ben	59		
Findley, Edward	61		
Findley, Laurence	113		
Findley, Paul	119		
Johnson, Andy Gordon	132		
Matts, Stephen	64		
Parsons, Stan C	91		
Slater, Mick E	91		
Thomas, Barnaby S	124		
Wylie, Paul	109		

Wigston	Standard	Thurnby	Standard
Burrows, Martin P	202	Burgess, Ray J	182
Byron, Alan M	203	Busby, Michael J	128
Chalashkanov, Nikola	130	Collins, RF (Bob)	129
Cooper, Barrie D	116	Deacon, Paul	168
Dawkins, Stuart	130	Graf, Roland E	175
Dean, Simon P	69	Pattinson, John	159
Dodds, Iain F	151	Pratt, Dave	122
Eastlake, Charles	117	Tate, Michael J	139
Hammond, Grant P	125		
Harlow, Phil	158		
Horspool, Philip J	177		
Hulford, Frank S	97		
McKiernan, John	98		
Morley, Andrew J	182		
Norton, Craig	178		
Pike, Andrew	151		
Poulacheris, Darren	99		
Reeves, Andrew R	145		
Sim, George	122		
Smith, Stephen	139		
Vaja, Ricky	154		
Van Stee, Rob	136		
Vaughan, Ben W	112		
Ward, Alan H	176		
Winterton, Paul S	99		
Wylie, Steve	140		

The H E Atkins Memorial Congress

The 2015 Leicester Chess Congress will take place Friday 29th November to Sunday 1st December 2015 at Regent College, Regent Road, Leicester LE1 7LW

Playing Schedule

Opening Remarks		18.50 – 19.00
Round 1	Friday	19.00 – 23.00
Round 2	Saturday	09.30 – 13.30
Round 3	Saturday	14.30 – 18.30
Round 4	Sunday	09.30 – 13.30
Round 5	Sunday	14.30 – 18.30

**Full details of the sections, prize money, entry forms etc can be found at
<http://www.leicesterchess.co.uk/>**

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.