

WEST OF ENGLAND CHESS UNION (WECU) CONSTITUTION

APPENDIX 2 : Approved by Council June 2015

West of England Chess Union Counties Championship and Subsidiary Competitions (excluding Jamborees)

1. The county match programme consists of two Divisions. Teams in Division 1 compete for the Harold Meek Cup (the Counties Championship). Teams in Division 2 compete for the Wayling Cup. Each County may enter one team in Division 1 and/or one team in Division 2.

If a County enters two teams, its first team shall play in Division 1 and its second team shall play in Division 2.

Entries are to reach the Fixtures Secretary no later than the previous Council meeting.

These competitions shall be registered with the ECF for Game Fee.

Should there be insufficient entries for either Division, the Fixtures Secretary has the power to decide whether or how the associated cup should be awarded.

Winners of trophies shall be entitled to retain them for 12 months on condition (a) of ensuring they are suitably engraved, (b) of taking all reasonable care of the trophies so retained and (c) of ensuring their return to the Fixtures Secretary on or before the opening of the following year's annual Council meeting.

Holders may claim all reasonable costs of engraving from the Treasurer.

The Fixtures Secretary shall maintain a register of the current holders of the Union's County Championship Cups.

2. (a) In each Division each competing county shall play each other one match and the winner of the Division shall be the county with the highest aggregate match points, counting won matches as two points each and drawn matches as one point each.

(b) All matches in each Division shall be over sixteen boards unless agreed otherwise by the Executive Committee. Any county may request at Council that their Division 2 team may consist of 12 or 8 players for the following season.

(c) One game shall be played on each board; the winner of a match shall be the county with the higher aggregate game points. If the two aggregates are equal the match shall be scored a draw.

3. A tie between counties shall be broken by taking the results of the matches between the tying counties as follows:

(a) On the match points scored (counting two for a won match and one for a drawn match), but if the tie remains

(b) By game points average (average number of game points obtained per match, not counting matches won or lost by default) in these matches but if the tie remains

(c) By the board count method, whereby each winning player scores the same number of points as his board number, and the team with the lowest number of points wins but if the tie remains

(d) By elimination rule, whereby counting from the lowest board upwards, the first won game shall be deleted but if the tie remains

(e) By game points average for the whole competition but if the tie remains

(f) By lot.

If a multiple tie is partially resolved by any of (a) – (e) then the whole of this Rule commencing at (a) shall be reapplied to the remaining tie.

4. The Union shall conduct the Union Qualifying Stage of the various Divisions of the ECF County Championships as a set of all-play-all tournaments. Any county competing in Division 1 (the Harold Meek Cup) may enter for the Open Championship or the Minor Counties Championship but not both. Any county may enter for as many of the Graded Championships (ECF Division 2 and below) as it wishes. Counties must submit entries for all ECF Championships to the Fixtures Secretary by the 1st of September preceding the season in question.

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The Union Stage for the Open Championship shall comprise all matches played in Division 1 between counties that have entered the Open. The Union Stage for the Minor Counties Championship shall comprise all matches played in Division 1 between counties that have entered the Minor. In each case the counties with the highest aggregate match points shall qualify for the Final (National) Stage. A tie shall be broken by applying Rule 3 (a) – (e) but if the tie remains, by final position in Division 1.

The Union Stage for each of the Graded Championships shall comprise an all-play-all tournament between counties that have entered that Championship. The upper grading limit and number of boards for the matches shall be the same as for the Final (National) Stage as laid down by the ECF Rules from time to time in force. The counties with the highest aggregate match points shall qualify for the Final Stage. A tie shall be broken by applying Rule 3.

The number of counties qualifying for the Final Stage of each Championship shall be determined by the ECF Rules from time to time in force.

A county declining to accept a place, for which it has qualified or which it has otherwise been offered, in the Final Stage of a Championship that it has entered, shall be held liable for part or all of any fine imposed by the ECF upon the Union in the event of the place remaining unfilled.

5. The qualification for a player to represent a county in these competitions shall be

(a) One of the following:

(a i) Birth in that county;

(a ii) Five years residence in that county at any time;

(a iii) Two months immediate previous and present membership of a club either in or affiliated to that county;

(a iv) One month immediately previous and present residence in that county;

(a v) Present attendance as a teacher or student at a school, college or university in that county.

(b) Any player properly qualified under (a) on playing his first match in a season shall be deemed to remain so qualified until the conclusion of that season's competitions.

NB. Somerset and Gloucestershire are defined by Article 1 of this Constitution. All counties include unitary authorities within their traditional boundaries.

(c) To play in Division 2 a player must have a published grade, in the ECF Grading List in force on the 1st of September immediately prior to the match, of less than 160 (or, if no ECF grade, an active FIDE or Elo rating with equivalent upper limit to be advised at start of season, or an estimate of less than 160 agreed between the match captains). Council shall have the power to impose grading restrictions different from the above to apply to the following season.

(d) No player shall play for more than one county in any one season.

6. The date of every match shall be fixed by the Executive Committee at the earliest practicable opportunity and notified by the Fixtures Secretary to the match captains and match secretaries of all counties concerned. An alternative date for any match (which may be a Sunday) may only be substituted by unanimous agreement of the Fixtures Secretary and both opponent counties. Matches may be played by telephone or other electronic means with the agreement of both opponent counties and of the Fixtures Secretary, who will ensure that the relevant rules of play are available.

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7. The responsible officer of the first named county in each fixture shall be responsible for organising the venue (including the provision of clocks and other equipment) and notifying the responsible officer of the opponent county at the earliest practicable opportunity and in any event at least 21 clear days before the fixture.

In the absence of any written agreement to the contrary, should the counties decide to share the provision of equipment the first named county shall be deemed responsible for provision for the upper boards and the opponent county for the lower boards.

8. Play in every match shall be for not less than 240 minutes (excluding any agreed interval). Subject thereto, the times for the commencement and close of play shall be pre-arranged between the opponent counties in each match.

Before the time fixed for the commencement of play the captains shall exchange playing lists, arranged as far as possible in order of current playing strength, and then toss for move. The team whose captain shall have won the toss shall take the first move on the odd numbered boards. In the case of a combined Division 1 – Division 2 fixture, only a single toss shall be made; the team whose captain shall have won this shall take the first move on the odd numbered boards in Division 1, and on the even numbered boards in Division 2.

Defaults known in advance shall be conceded on the lowest board(s) overall.

Any game played by a player who does not meet the criteria set down in Rule 5 above shall be deemed lost by that player, and his county shall pay a penalty fee of £3.00 to the Union in respect of each such game.

If, at default time neither player be present at a board, or substituted, the game shall be scored lost by both players. Before the time for default, a substitute may be put in for an expected but absent player. The default time shall be one hour unless the ECF Rules from time to time in force state otherwise.

9. If at the time fixed for the commencement of play there is an insufficiency of equipment, priority shall be given to the higher boards, subject however to any subdivision of responsibility under Rule 7.

Play shall not commence in any game in the absence of a functional clock, and a conventional chess board and set, but the clocks of the team having failed to provide the equipment shall be (deemed to be) started.

A player deprived of a match game by reason of another player's absence, or the absence of equipment, shall be reimbursed his travel expenses, up to a limit of £10.00, by the county having the absent player, or having the agreed responsibility for providing the equipment; such claim to be made in writing to the Fixtures Secretary unless payment is agreed and made at the time.

10. All play shall be governed by the FIDE Laws of Chess from time to time in force and, in the event that an independent arbiter is not present, by the attached WECU additional rules and interpretations governing such games.

At each match the captain must have a copy of the Laws of Chess and of this Appendix 2 available for his players to consult. Smoking shall not be permitted in the playing area. Each player starts with 100 minutes on his clock and must complete 40 moves before his flag falls. At the completion of Black's 40th move or after one flag has fallen, the clocks shall be stopped. Each clock shall then be set back 20 minutes and the game must be completed within the time remaining, when the provisions of Article 10 and Appendix D of the Laws shall come into effect.

If the players, with the assistance of their captains, are unable to agree a draw claimed in the last two minutes of the Quickplay Finish, both captains shall, within four days of the match, send to the Fixtures Secretary their respective claims, the required documentation and a fee of £5.00. The Fixtures Secretary will arrange for the claim to be decided by an independent qualified arbiter, notify both teams of the result and return the fee of the successful claimant. The decision of the arbiter shall be final.

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11. (a) After every match, and within 4 working days, the responsible officer of each opponent county shall send to the Fixtures Secretary the full score of the match indicating which games, if any, are subject to arbitration.

(b) The penalty for non-compliance with this rule shall be the deduction from the score of the offending county of such number of match or game points as the Executive Committee deem appropriate in the circumstances.

12. Any dispute between counties as to the interpretation of these Rules, or any other matter arising in the course of the competitions, shall be referred forthwith by the counties in dispute to the Fixtures Secretary. He shall normally refer the dispute to the Executive Committee for their decision, after consulting an independent, qualified Arbiter if appropriate; in the case of extreme urgency, he may decide the dispute in consultation with the President.

Any county affected by such a decision, whether or not previously referred to the Executive Committee, may by notice in writing to the General Secretary, appeal to the Council of the Union at the earliest practicable opportunity; but in default of such appeal all decisions shall be binding on all counties.

13. The results of all matches shall be published, round by round, by the Fixtures Secretary.