

Dudley & District Chess League Competition Rules

1. The playing season shall be from September 1st to May 31st the following year.
2. League Fees shall be decided annually at the Annual General Meeting.
3. League Fees must be received by the Honorary Treasurer by 31st October each year. If not paid by this date, any matches played before payment is received will be defaulted.
4. If a Club enters more than one team in any division, then those teams must be treated as separate entities and no player will be allowed to play for both such teams. The Club must notify the Records Secretary prior to the start of the season of the four players in each team. In addition, any remaining eligible players within the Club may play twice only for either team.
5. Clubs will be responsible for advising the General Secretary of the names and addresses of Club Secretaries, Club Venues, and Team Captains' telephone numbers, and thereafter any changes to these. A notice containing this information shall be issued each season to all Clubs
6. Postponements may be requested by either team no later than seven days prior to the scheduled date of play, or in adverse weather conditions on the date of the match. Postponements may be made at any time by mutual agreement between the teams concerned. The Records Secretary must be advised in all circumstances.
7. Grading limits will be applied to each division and will be determined at the AGM. Current grading limits are:
 - a. Division One maximum grade 2000.
 - b. Division Two maximum grade 1800.
 - c. Division Three maximum grade 1600.
8. Current ECF Grading List at the start of the season (1st September) shall apply for the entire season.
9. Teams shall consist of four players and shall play in descending order of strength with a tolerance of 75 grading points being acceptable. Ungraded players at the start of the season will remain ungraded until such time as they achieved a K grading from the ECF, this must then be used in relation to their placing in any team regarding order of strength.
10. Matches shall commence between 7.00pm and 7.30pm as per each Clubs match start time.
11. In all matches the home team shall have white on odd numbered boards and all games must be recorded.
12. The time control shall be ALL moves in 80 minutes with an increment of 10 seconds per move, alternatively if both teams agree or there are insufficient digital clocks the time control shall be ALL moves in 90 minutes.
13. Results shall be sent by both Team Captains to the Records Secretary within five days of the match being played or alternatively updated directly on to the LMS system in the appropriate fixtures section.
14. If there is a tie at the end of the season for first or second place in any division, the final positions will be decided by the following tie-break process:
 - a. The most game points scored in matches during the season between the tied teams.
 - b. If the above is equal, game points scored in all matches.
 - c. If the above is equal, the Records Secretary shall arrange a play-off match.
15. The FIDE Laws of Chess shall apply to all matches in the league, with the following exceptions:
 - a. Descriptive notation shall be permitted.
 - b. Mobile phones shall be allowed in the playing area but must be switched off. Any player breaking this rule shall lose the game.
 - c. The default time for all matches shall be 80 minutes with an increment of 10 seconds per move.
16. Disputes must be sent in writing to the Honorary League Secretary within 5 days and will be dealt with by the League Officers whose decision will be final.