

Rules governing play in the Newport and District League and the Gwent Knockout Cup Competitions.

Revised by Ron Williams 17/6/2009.

General Rules

1. (a) All clubs meeting regularly in the County of Gwent are eligible for participation in the Gwent Knockout Cup competitions on payment of the entry fee.
(b) Entry into the Newport and District League is by invitation only and on payment of the entry fee.
2. The entry fee will be determined at the Annual General Meeting held immediately prior to the start of the seasons competitions.
3. Teams in the Newport and District League will comprise four players. Teams in the Gwent Knockout Open Cup will be composed of six players; teams in the Gwent Knockout U1800 and U1500 Cups will be composed of four players.
4. Eligible clubs may enter as many teams as they wish, subject to the following conditions:
 - (a) All players must be registered with their club, the Gwent County Chess Association and the Welsh Chess Union. Nevertheless, in certain exceptional circumstances, it is permissible for certain casual club players to join the Gwent County Chess Association on payment of the Association's fees and need not join the Welsh Chess Union. Members aged 75 and over on the 1st of September shall not pay registration fees.
 - (b) A player will be regarded as registered only if he or she has paid all the appropriate registration fees. The registration fee of the Gwent Chess Association will be determined at each Annual General Meeting of that Association.
 - (c) Each team must name a captain and provide an address and phone number.
 - (d)
 - i. Players may only represent one club in the League each season. The Executive committee has the authority to set this aside in exceptional circumstances (e.g. to prevent a club from closing).
 - ii. Players may only play for one team in each KO Cup. Teams made up of players from different clubs are allowed.
 - (e) Players rated over 1800 can in general only play in one Division. This restriction shall be limited to a maximum of 3 players per team. Details to be agreed with the League Controller.
 - (f) For clubs with more than one team in a Division players in the lower team may only play two games for the higher team. If more than two games are played then they become ineligible to play again for the lower team. This rule does not apply to players rated below 1800 (Div. 1) or 1600 (Div. 2).
 - (g) The maximum number of games anyone can play in a division is equal to the number of rounds.
 - (h) Players graded over 1800 cannot play in the Second Division after playing a set number of games in the First. This number is to be half the number of rounds in Division 1 plus 1.
5. If a player is not registered with the Gwent County Chess Association within three weeks of playing a match, his or her team will be penalised by forfeiture of all points scored on that board and all boards below it.
6. (a) In the Newport and District League, each team will play home and away to each other team in its division.
(b) In the Gwent Knockout Cup competitions, the venue will be decided by lot by the League Controller.
7. The controller will determine all fixtures. Matches or individual fixtures may be played prior to the fixture date providing both captains so agree.
8. Applications for postponement of any match must be lodged with the Controller and to the opposing captain and such requests may be granted at the controllers discretion. Except for reasons of inclement weather, matches shall not be cancelled later than the day before the opposing teams club night of the previous week.
9. It is the responsibility of the home club to ensure that playing conditions are suitable for the playing of chess and any club failing to provide adequate amenities will forfeit its right to hold home matches. Changes of venue must be notified to the League Controller and to the County Secretary.
10. When a new rule is introduced which specifies a grading limit or a number of games, the AGM may adopt the proposal in principle but with different parameters.
11. On all other matters arising from these rules, the Controllers decision shall be final.

Playing Rules

1. Except as otherwise provided in these rules, all games shall be played in accordance with the current FIDE Laws of Chess as accepted by the Welsh Chess Union.
2. Play in each match shall begin not later than 7:15PM and time shall be called not less than two and one half-hours from the time that the match started. The opposing captains must agree the time for adjournment before the match begins, failing which, play shall continue for two and one half-hours.
3. Where necessary, each payer shall be allowed one hour from the time that the clocks are started, after which, the players game shall be conceded by default unless the player has been substituted within that time by an appropriately graded player (see Playing Rule 4(b)).
4. (a) Where there is a difference of more than 100 rating points (150 if the lower rated player is a junior) between two players, the higher-rated player must play on a higher board than the lower-rated player. Any protest against a teams board order must be made to the opposing captain prior to the start of the match and a written complaint must then be sent to the Controller within three days of the match being played. If the complaint is upheld by the controller, the team infringing the rules will be penalised by forfeiture of all points scored in the match concerned with effect from the highest incorrectly graded board downwards.
(b) A player may only be substituted into a team after the start of a match if the player does not exceed a 100 point (150 points for Juniors) difference between boards.
5. Colours will be allotted alternately from board one downwards. In the Newport and District League, the captain of the visiting team will have choice of colours. In the Gwent Knockout Cup competitions, the captains shall toss a coin for choice of colour.
6. Clocks shall be used on all occasions except where both captains declare them unavailable. Clubs who cannot provide clocks for all boards shall advise their opponents not less than two days before the match to allow the visiting team to make arrangements to supply their own clocks should they wish to do so. If clubs fail to comply, those boards without clocks shall be forfeit.
7. (a) **The initial rate of play shall be thirty-five moves in the first one hour and fifteen minutes.**
(b) **When the player of the black pieces has made the thirty-fifth move, both clocks shall be stopped and adjusted to provide each player with further playing time of no less than 15 minutes and no more than 30 minutes.**
(c) **The amount of additional time will be decided by the home player before the start of the game.**
(d) **All remaining moves must be completed within the additional playing time.**
(e) **A player must record the moves to claim the game on time limit and must make the claim when the opponent is in time default. The requirement to record the moves will not apply if there is less than 5 minutes of a players additional time remaining.**
8. Home captains must send the results of each match to the Controller not more than three days after the match even though adjournments may be outstanding.
9. Each club shall forward a complete and up-to-date set of results should the controller so request.
10. In the event of a match being started but not finished through exceptional circumstances, the Controller shall make arrangements as are necessary to resolve the unfinished games.
11. Teams or individual players will not be penalised for lateness or non-arrival due to severe adverse weather conditions if the controller is satisfied that such conditions prevailed.
12. In the event that a match in the Gwent Knockout Cup competitions should end with scores equal after the conclusion of all games, the method of board count shall be used to determine the winner. If board count fails to decide between the teams, then Board Elimination shall be used. If both methods fail to secure a result, the match shall be replayed at the venue of the away team with colours reversed.