

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@btinternet.com

SECRETARY:

Mike Salisbury, 64 Stamford Street, Glenfield, LE3 8DL ☎ 2874556
mike.salisbury@hotmail.co.uk

FIXTURES SECRETARY:

Mike Thornton, 6 Briar Close, Oadby LE2 5TG, ☎ 2710865 michaelathornton@btinternet.com

RESULTS:

To be submitted in electronic form to the LRCA Web site (www.lrca.org.uk);
Results webmaster: Michael Fraser results@michaelfraser
LRCA webmaster: Mike Salisbury mike.salisbury@hotmail.co.uk

COMMITTEE MEMBERS:

Jim Miller, ☎ 01509 263858, 07790 645478 (m); J.N.Miller@btinternet.com
Jim Bingham, ☎ 01455 286805, jim.t.bingham@btopenworld.com
Iain Dodds,(Summer Cups) ☎ 2889952, iain.dodds@thepensionservice.gsi.gov.uk
David Reynolds, ☎ 01530 411710 or 07968 064 581 david@ashbychess.eclipse.co.uk
Brian Foreman (Grading Officer), brianuk02@aol.co.uk
John Pattinson, swallow.chess@gmail.com
Graham Booley, ☎ 01509 816974, gbooley@acecleaningcompany.co.uk

LEICESTERSHIRE & RUTLAND CHESS ASSOCIATION OFFICERS

CHAIRMAN: Jim Miller (see above); **SECRETARY:** Open; **FINANCE OFFICER:** Jim Bingham (see above)

COUNTY TEAMS

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

U160: Pete Harrison ☎ 07931 243365; peterkevanharrison@googlemail.com and Dave Reynolds (see above)

U140: Cyril Johnson, ☎ 2609012 (m) 07778 707733 cyriljohnson@yahoo.co.uk


LRCA LIFE VICE-PRESIDENTS

B.N. Beasley, J.J. Hayes, 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 2011-2012

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 - **[3H]**: Club willing to play 3-hour matches (see Rule 12/Advice to Captains). : Club that may use *digital* clocks during the 2011-12 season (see Advice to Captains).

ASHBY IVANHOE [3H]

Thursday 7.30 pm

Ivanhoe Social Club, Wilfred Place, off Bath Street, Ashby LE65 2GW 01530 412438

Secretary: Larry Hayden, ☎ 3056045 (w), 01530 560179 (h); 07879 273495 (m);

larryhayden@talktalk.net

1st Team Captain: Christopher Tipper 01455 823348 (h) chris@candptipper.plus.com

2nd Team Captain: Larry Hayden, as above

3rd Team Captain: David Reynolds, ☎ 01530 411710, 07968 064581 (m);

David@ashbychess.eclipse.co.uk

4th Team Captain: Neil Roberts, ☎ 01530 455957 (h), 01530 519200 (w), 07722 241576 (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!!**

BLABY DISTRICT CHESS CLUB AT THE HEATHCOTE ARMS [3H]

Tuesday 7.30 pm

The Heathcote Arms, Hill Street, Croft, LE9 3EG

Secretary: Colin Ross, ☎ 01455 552050; thefamilyross@btinternet.com

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: Colin Ross, as above

Licensed premises, bar available

BRAUNSTONE [3H]

Tuesday 7.30 pm

Civic Centre, Kingsway, Braunstone Town, LE3 2PP

Secretary : Paul Colburn, ☎ 2322379; ZoePaul@colburn23.wanadoo.co.uk

1st Team Captain: Jim Bingham, ☎ 01455 286805, jim.t.bingham@btopenworld.com

2nd Team Captain: Paul Colburn ☎ 07971 164598 paul@braunstonechessclub.org.uk

3rd Team Captain: John Oliver ☎ 2717079; JohnAOliver@hotmail.com

4th Team Captain: Guy Closs ☎ 2662592; Guy.Closs@oval2.theovalgroup.com

5th Team Captain: Paul Martin ☎ 07751 463621 paulmartin@operamail.com

Licensed premises: bar available.

HINCKLEY

Thursday 7.30 pm

Ashby Road Sports Club, Hangman's Lane, off Ashby Road, Hinckley LE10 3DA

Secretary: Brian Radesk, 07760 276596; brian.radesk@ntlworld.com

1st Team Captain: Howard Phillips; 01455 440549; howard.phillips64@yahoo.co.uk

Alternative contact: Brian Radesk (as above)

NB A few steps in the playing room may cause a wheelchair problem. Licensed premises: bar available

KIRBY CASTLERS [3H]

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, ☎ 239002 jimmyjoecowley@hotmail.com

1st team Captain: Paul Gray ☎ 2393140 pmg.gray@btinternet.com

2nd team Captain: Jim Kellock ☎ 2390561 or 07901 552167; jkellock@btinternet.com

LATIMER [3H]

Thursday 7.15 pm

Latimer Ward Conservative Club, Surrey Street, Leicester, LE4 6FG

Secretary: Brian Slater, ☎ 2872761; slaterbrian@live.co.uk.1st Team Captain: Karl Potter, ☎ 07593424002 karl.h.potter@gmail.com2nd Team Captain: Mick Garland, ☎ 2322406 mickgarland@hotmail.co.uk

Licensed premises: bar available, food sometimes. Food and drink not to be brought into the Club.

NB Names of visiting team to be sent to the club 7 days before the match: Club rules**LOUGHBOROUGH [3H]**

Wednesday 7.30 pm

Brush Social Club, 18 Fennel Street, Loughborough, LE11 1UQ

The playing room will be on the first floor, there is a small car park at the rear of the club.

Secretary: Jim Miller, ☎ 01509 263858, J.N.Miller@btinternet.com1st Team Captain: John Mitchell, ☎ 01159 670700 (h) 07884052673 (m); mitchfood@btinternet.com2nd Team Captain: Terry Adcock, ☎ 01509 269910; TAdcoc7@aol.com3rd Team Captain: Peter Hickman, ☎ 07970 172394 (m); peter@4blaisdon.freerve.co.uk

Licensed bar in building. Venue has its own car park, accessed from William Street

MARKET HARBOROUGH

Thursday 7.15 pm

Catholic Club, Coventry Road, Market Harborough

Secretary: Romilly Ilersic, ☎ 01858 432065 (H) 01858 463322 solicitors@wartnabys.co.uk1st Team Captain: Romilly Ilersic, as above

Licensed premises: bar available.

MELTON MOWBRAY [3H]

Wednesday 7.30 pm

Conservative Club, Thorpe End, Melton Mowbray, LE13 1RB ☎ 01664 562039

Secretary: Peter Poolan, ☎ 01664 482304; 07824 625327 (m) peter.poolan@ntlworld.com1st Team Captain: John Denton, ☎ 01664 482304, 07956 409088 (m); john.denton4@ntlworld.com2nd Team Captain: Bob Wallace, ☎ 01572 756826, 07711 707293 (m); robwallace.bob@gmail.com3rd 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@btinternet.comVending machine in building. **NB 7.15 start essential to ensure finish by 9.55 pm.****RED ADMIRAL [3H]**

Wednesday 7.30 pm

The Red Admiral, 163 Station Road, Broughton Astley, LE9 6PU (in the skittle alley)

Secretary: Andy Carter, ☎ 2719131; andy-carter@sky.com;1st Team Captain: Richard Smith ☎ 2831267, 07914552265, desktoprichie@btinternet.com2nd Team Captain: Mick Slater ☎ 2881150, 07739266051, ms.precision@btinternet.com

Licensed premises; no disabled toilet facilities.

SHEPshed ROOKS

Thursday 7.15 pm

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

Sec: David Farrell, ☎ 01509 844437; difarrell@talktalk.net1st Team Captain: Robert Henfrey, ☎ 07949 725090(m); roberthenfrey@btinternet.com2nd Team Captain: Kevin Bennett, ☎ 01530 469543, kevin@exquisite-displays.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: Cyril Johnson, as above2nd Team Captain: Rob Stone, ☎ 2418490; robertstone99@tiscali.co.uk3rd Team Captain: Stuart Hollingworth ☎ 2996370, 07776 480817 (m)4th Team Captain: Reg Agger ☎ 2606613 ragger@talktalk.net

Licensed premises: bar available

THE SWALLOW [3H] 📠

Thursday 7.30 pm

Station Rd, Thurnby, Leicester LE7 9PU

Secretary: John Pattinson, ☎ 2386758; swallow.chess@gmail.com1st Team Captain: Ray Burgess, ☎ 2418803; rayburgesschess@gmail.com2nd Team Captain: Mick Busby ☎ 2711654 use swallow.chess@gmail.com

Licensed premises: bar available, with hot and cold food

WIGSTON [3H] 📠

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; andy.morley@leicester.gov.uk2nd Team Captain: Andy Morley, as above3rd Team Captain: Phil Watkinson, ☎ 2448068; pkwatkinson@tesco.net4th Team Captain: Neil Beasley, as above5th Team Captain: Neil Beasley, as aboveNo refreshments; bar available in building. **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, 2010 - 2011**

	<u>Winners</u>	<u>Runners-Up</u>
League Division 1	Wigston 1	Braunstone 1
League Division 2	Shepshed Rooks 2	Melton Mowbray 2
League Division 3	Ashby 2	Scraptoft Valley 2
League Division 4	Melton Mowbray 3	Heathcote Arms 2
League Division 5	Spinney Hill 2	Braunstone 4
Senior (D12) League Cup	Loughborough 1	Heathcote Arms 1
Junior (D34) League Cup	Heathcote Arms 2	Spinney Hill 2
Chapman Cup	Market Harborough	Shepshed
Birstall Cup	Syston 1	Braunstone 1
Harrod Cup	Loughborough 1	Ashby 1
Wylie Cup	Heathcote Arms 1	Melton Mowbray 1

COUNTY CHAMPIONSHIPS 2011

The County Championship resulted in a tie between Alan Byron of Wigston and Graham Sharpe of Heathcote Arms who will now contest a playoff to determine the winner.

The winner of the Challengers was Phil Harlow, the Minor was won by Roy Lathwood, and the Major section was unfinished as the Handbook went to press – please consult the LRCA Web site for final details.

The County Championships are run during the Summer months (May to September) and are always keenly contested. They consist of 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.

LEICESTERSHIRE COUNTY TEAM FIXTURES 2011-2012

1st Team

15/10/11 vs. Greater Manchester (home) ***
05/11/11 vs. Shropshire (away) ***
03/12/11 vs. Lincolnshire (home)
28/01/12 vs. Worcestershire (home) ***
10/03/12 vs. Derbyshire (away)

U-160 Team

22/10/11 vs. Warwickshire (away)
26/11/11 vs. Greater Manchester (away) ***
07/01/12 vs. Nottinghamshire (home)
24/03/12 vs. Staffordshire (home)

U-140 Team

08/10/11 vs. Nottinghamshire (home)
29/10/11 vs. Staffordshire (home)
19/11/11 vs. Worcestershire (home) ***
10/12/11 vs. Shropshire (away) ***
21/01/12 vs. Warwickshire (away)
10/03/12 vs. Derbyshire (away)

Matches marked with *** may be played at a neutral venue – see captains for details.

1st team captain: Graham Booley, 01509 816974, graham@acecleaningcompany.co.uk

U160 jt captains: Pete Harrison, 01455 285579, peterkevanharrison@googlemail.com
and David Reynolds, 01530 411710, david@ashbychess.eclipse.co.uk

U140 captain: Cyril Johnson, 0116 2609012, cyriljohnson@yahoo.co.uk

LEAGUE RULES 2011-12

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. Club 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) 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 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 and 5 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. At the start of play, the time for ending play will be announced. When that time has been reached, the captains should consult and then call time, unless a game has not reached the first time control and neither side has lost on time, in which case time should be called at the time control or flag-fall. If a team in Divisions 3 or 4 contains at least 3 juniors who are playing in a match, they may invoke the JUNIOR Option for *all* the games in that match, which will then if necessary be adjudicated. Juniors are defined as being under 16 on the 1st September in the year in which the season starts. A session should be 2 hrs 40 minutes or 3 hours long, or 2 hrs in Divisions 3 and 4 if the JUNIOR option has been invoked. Captains must agree in advance in writing or through receipted or acknowledged e-mails that a particular match is to be played over three hours. The clubs that have agreed to participate in 3-hour matches are given in the Directory of Clubs. The use of a 3-hour session should be recorded on the submitted results.

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. Before the start of play, each pair of players will decide whether they wish to adjudicate or play to a (Quick Play) finish. If there is no agreement the game shall be played under Option A in all Divisions. 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.

Any match in which either or both sides could invoke the Junior Option playing conditions may be played at a neutral venue to minimize travel problems for young players. The fixture list for the season is presented as usual, but if a neutral venue is to be used the date can be modified on the initiative of the away team in such a match. The agreement of the League Secretary or the Fixtures Secretary at least 28 days before the scheduled match date must be secured. The revised fixture should if possible be played within a week on either side of the scheduled date. The neutral venue need not be a normal club premises, but if it is the venue of another club, this host club has *no* responsibility for providing equipment, setting up or dismantling tables, sets, boards, etc.

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.*

12) After a time control is reached, following Black's last move the clocks must be stopped and turned back (analogue clocks) or properly re-set (digital clocks) by the appropriate period. Failure to do so will mean that claims for a win on time cannot be accepted. The time controls are:

TIME CONTROLS

	1st control		Subsequent Controls	
	Moves	Time (mins)	Moves	Time (mins)
Option A (Quick Play Finish)				
2h 40 minute sessions	30	60	All	20
3h sessions	35	70	All	20
Option B (Adjudications)				
2h 40 minute sessions	40	80	5	10
3h sessions	45	90	5	10
Junior Option	30	60	6	15

In Divisions 1 and 2 only, 3 hour sessions will be the default time limit (i.e. if the teams do not agree in advance to play for 2 h 40 minutes) for home matches held at the clubs willing to host such sessions (see the Club Directory). The LMC strongly encourages all clubs and teams to use 3-hour sessions *in all Divisions* if their venues allow this: however, for 2011-12 this provision will be voluntary in Divisions 3, 4 and 5, i.e. teams in those Divisions who do not wish to play 3 hour sessions cannot be obliged to do so. Three-hour sessions cannot be enforced when (a) the away team contains one or more Junior players; and/or (b) the travel time for the away team is 30 minutes or more (for a definitive list of such cases see the Advice to Captains section).

If there are any games in which a claim for a draw has been made under Art. 10.2 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.

League matches can be played – with the agreement of both teams – using Fischer timings. If this approach is agreed by the two teams, the time limit will be 35 moves in the first hour, plus 15 minutes for the rest of the moves, with 10 seconds added for every move from move 1. (Suitable digital clocks are necessary for this system to be used). 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 1 hour plus 1000 seconds for each player, i.e. not more than about 3 hours 04 minutes in all). Fischer-timed games have several advantages, including better time management opportunities for the players, and avoidance of the notorious 2-minute rule used in rapid 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 a player does not wish to use Fischer timings, this option takes precedence.

If neither player in a particular game is present at the start of the match, White's clock will be started at that time. When one of the players appears, the White clock will be stopped, and the time that has elapsed will then be divided equally between the two players, before White's clock is re-started. If White is the first player to appear he will move and press his clock, so Black's clock will then run until he appears. If Black is the first to appear, White's clock will continue to run after the clocks have been re-started. This rule can be used in conjunction with Fischer timings as well as with conventional time limits.

Results of all matches must be submitted within fourteen days using the facility accessed via the "Submit Results" link on the Irca results website or the Irca website with identification of the match venue, team names and numbers, players and their grades, board order, game results, and a note of any games to be adjudicated. 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 14 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.

BOARD ORDER

13) Each team in any match should have a board order corresponding to the current ECF normal-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) In any game, a player may insist on adjudication after 60 moves, unless a Quick Play finish has been agreed.

No game may be sent for adjudication unless the required number of moves in the first time control period has been made.

Positions and claims for adjudication should be sent to the League Secretary within *twelve days*. Analysis may be enclosed in support of a claim, but this is by no means essential. Positions for adjudication should be submitted on the forms provided. Any analysis should give no indication of the identity of clubs or players. The position should preferably be in FORSYTH notation, on every page and certainly the first. Other circumstances such as White/Black to move, the right to castle, repetition of position, en passant etc must also be given. It is conventional to record positions on diagrams with White's first rank lowest on the page and Black pieces ringed. Moves must be numbered in any analysis.

An uncontested claim will be upheld. An adjudicator is not obliged to consider a win for a side claiming a draw. Where both sides claim a win, and a draw is awarded, both sides lose their fee. A winner claiming a draw is not penalised. Games from Divisions 1 and 2 will be adjudicated by the ECF, and those from other divisions by a local panel. In either case, there is a right of appeal (risking a further fee).

Appeals from Divisions 1 & 2 are judged by the ECF Appeals Panel, whilst other appeals are handled by the ordinary ECF adjudication route. Where an appeal is successful, the club which is eventually unsuccessful pays the fee for the original adjudication. The original diagram and a full analysis in triplicate are compulsory for an appeal from Divisions 1 & 2, and optional for appeals from lower divisions: analysis by the side defending the appeal is also optional. While the ECF requires analysis to be "complete", brevity is an advantage. *Twelve days* are allowed by the Adjudications Secretary between dispatch of a result and the receipt of an appeal. The League Secretary will notify the other side that an appeal has been made (without revealing the analysis) and allow a further *twelve days* before submitting the appeal to the ECF.

For Divisions 1 and 2 the charges for each adjudication and appeal are £7.00 and £16 respectively. For other Divisions the charges for each adjudication and appeal are £3 and £7 respectively. These fees reflect local administrative costs as well as ECF fees.

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. For the purposes of this rule a player's normal teams are deemed to be the team in which he is barred, *and* the one above. So a player who is, for example, a third team barred player, i.e. [s]he cannot play for his/her club's fourth team, can count the club's third *and* second teams as his/her normal teams. 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 Fixtures 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.

(v) Before unbaring a player, the Fixtures 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.

MATCH CONDITIONS

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

(ii) Players' mobile phones 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 2011-12

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 LMC has agreed that, for matches in all Divisions, where the home club wishes to use a 3 hour playing session, it cannot insist on this option in Divisions 3, 4 and 5, or against the wish of the away team if (a) the away team contains one or more junior players; and/or (b) the travelling time for the away team, measured from their venue using a Web-based mapping program, is 30 minutes or more. For the 2011-12 season the matches that are deemed to need a longer travel time are given in the table below.
- 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. The FIDE Laws relating to players arriving late have been controversially changed this year, the LRCA Rules are as stated in Rule 12 headed Time Controls, see the second last paragraph.
- 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, agree a finish time, and announce it clearly.
- Ensure from the start that you know which boards will have a quick-play finish, and which will go to adjudication if necessary.
- 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. If possible you should also check that clocks have been turned back by the proper amount, where necessary: if the clocks are not turned back properly, no claim for a win on time can be entertained.

- Digital clocks, which are becoming more common, operate in a way different from the familiar analogue clocks. Digital ones count down to the first time limit (a player who has not made the requisite number of moves in that time has lost) and then re-set automatically to the secondary limit, e.g. 20 minutes for a quick-play finish. This differs from analogue clocks, which are turned back by [e.g.] 20 minutes, once both players have made the requisite number of moves. 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 your game seems likely to be involved in a quick-play finish, 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. 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 and 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, the positions of any games for adjudication, and the clock times, positions and full scores of any games that are the subject of a quick-play finish claim. Sign both score sheets and submit your results within **FOURTEEN** 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.

**FOR THE PURPOSES OF RULE 12 THE FOLLOWING ROAD JOURNEYS ARE
DEEMED TO BE OF 30 MINUTES DURATION OR MORE**

ASHBY to Braunstone, Heathcote Arms, Hinckley, Kirby Castlers, Market Harborough, Melton Mowbray, Oadby, Red Admiral, The Swallow, Latimer, Syston, Wigston

BRAUNSTONE to Ashby, Market Harborough, Melton Mowbray

HEATHCOTE ARMS to Ashby, Loughborough, Market Harborough, Melton Mowbray, Shepshed, Syston

HINCKLEY to Ashby, Loughborough, Melton Mowbray, Syston

KIRBY CASTLERS to Ashby, Market Harborough, Melton Mowbray

LATIMER to Ashby

LOUGHBOROUGH to Heathcote Arms, Hinckley, Market Harborough, Melton Mowbray, Red Admiral

MARKET HARBOROUGH to Ashby, Braunstone, Heathcote Arms, Kirby Castlers, , Loughborough, Melton Mowbray and Shepshed

MELTON MOWBRAY to Ashby, Braunstone, Heathcote Arms, Hinckley, Kirby Castlers, Loughborough, Market Harborough, Red Admiral, Wigston

OADBY to Ashby

RED ADMIRAL to Ashby, Loughborough, Melton Mowbray, Syston

THE SWALLOW to Ashby, Shepshed

SHEPSHED to Heathcote Arms, Market Harborough Wigston and The Swallow

SYSTON to Ashby, Heathcote Arms, Hinckley, Red Admiral

WIGSTON to Ashby, Melton Mowbray and Shepshed

These lists may obviously be modified if a club venue changes temporarily or permanently during the season. Changes will be listed on the Web site.

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. In practice it is probably better 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. Strictly speaking this is only allowed if both players have less than 5 minutes left before a time control. 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. Rightly or wrongly our Rules (we have retained the old FIDE Laws) are unequivocal in this situation – it is White who suffers all the time loss in such cases.

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 two occasions in a single game when one player makes illegal moves. A player completing a third 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 (Article 10.2): 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 technically 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 quite 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 (in practice) claim the draw as soon as 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 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 in practice it seems quite likely that, 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 will fail.

7. Adjudications: The number of League games sent for adjudication is now very small. If there is no initial agreement between a pair of players on using a quick-play finish or adjudication, the quick-play finish applies: this is true for all Divisions in the League. Many games where agreement has been reached to have adjudication are adjourned, but in practice a result is then agreed (without the adjudication) either on the spot or later, once the players (and their PCs!)

have studied the position. It is most important for both players to record and check the position as soon as the adjournment is reached and before any analysis begins. (It is not unknown for the teams to submit two different positions!). Once it becomes apparent that no agreement on the result is possible, the position should be submitted to the League Secretary as soon as possible, as prescribed by Rule 15. Please submit either a clearly labelled diagram, with the Black pieces circled to distinguish them, or give the position in Forsyth notation. Remember to include critical details like whose move it is, and if necessary whether either side can castle, take a pawn *en passant* etc. The Rules allow analysis to be submitted as well, but this is not at all necessary (you can be fairly sure that most adjudicators will ignore it and put the position on *their* PCs!), and possibly causes some unnecessary delays. (Analysis **is** naturally required to justify any appeal). Remember also that, if either player offers the other a draw at the adjournment, that offer cannot be withdrawn subsequently, even if the player making the offer later decides on analysing the position that it is a win for him!

8. 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.

9. Rapid Play Games: Players should study Appendix B of the FIDE Laws of Chess if they are going to play in the Wiley 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.

10. 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 2011-2012

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

DIVISION 1

Wed	5	Oct	Melton 1	v	Braunstone 1	Thu	5	Jan	Wigston 1	v	Shepshed 1
Wed	5	Oct	Loughboro 1	v	Wigston 2	Tue	10	Jan	Braunstone 1	v	Wigston 1
Thu	6	Oct	Shepshed 2	v	Wigston 1	Wed	11	Jan	Melton 1	v	The Swallow 1
Wed	12	Oct	Loughboro 1	v	Shepshed 2	Thu	12	Jan	Shepshed 1	v	Wigston 2
Thu	13	Oct	Shepshed 1	v	Melton 1	Wed	18	Jan	Loughboro 1	v	Braunstone 1
Thu	13	Oct	Wigston 1	v	Braunstone 1	Wed	18	Jan	Melton 1	v	Shepshed 1
Thu	20	Oct	The Swallow 1	v	Shepshed 2	Thu	19	Jan	Wigston 1	v	Shepshed 2
Thu	20	Oct	Wigston 2	v	Wigston 1	Thu	2	Feb	Shepshed 2	v	Shepshed 1
Tue	1	Nov	Braunstone 1	v	Loughboro 1	Thu	2	Feb	The Swallow 1	v	Melton 1
Thu	3	Nov	Shepshed 2	v	Melton 1	Thu	2	Feb	Wigston 2	v	Loughboro 1
Thu	3	Nov	Wigston 2	v	The Swallow 1	Thu	9	Feb	Shepshed 2	v	Wigston 2
Wed	9	Nov	Melton 1	v	Loughboro 1	Wed	15	Feb	Loughboro 1	v	Wigston 1
Thu	10	Nov	Shepshed 1	v	Braunstone 1	Thu	16	Feb	The Swallow 1	v	Shepshed 1
Thu	10	Nov	Wigston 1	v	The Swallow 1	Thu	16	Feb	Wigston 2	v	Braunstone 1
Thu	17	Nov	Shepshed 1	v	The Swallow 1	Tue	28	Feb	Braunstone 1	v	Shepshed 1
Thu	17	Nov	Wigston 1	v	Loughboro 1	Wed	29	Feb	Melton 1	v	Wigston 2
Tue	29	Nov	Braunstone 1	v	Melton 1	Thu	1	Mar	Shepshed 2	v	Loughboro 1
Wed	30	Nov	Loughboro 1	v	Shepshed 1	Thu	1	Mar	The Swallow 1	v	Wigston 1
Thu	1	Dec	Shepshed 2	v	The Swallow 1	Thu	8	Mar	Wigston 2	v	Shepshed 1
Thu	1	Dec	Wigston 1	v	Wigston 2	Thu	8	Mar	The Swallow 1	v	Braunstone 1
Tue	6	Dec	Braunstone 1	v	Wigston 2	Wed	14	Mar	Melton 1	v	Shepshed 2
Thu	8	Dec	Shepshed 1	v	Shepshed 2	Thu	15	Mar	Shepshed 1	v	Loughboro 1
Thu	8	Dec	Wigston 1	v	Melton 1	Thu	15	Mar	The Swallow 1	v	Wigston 2
Thu	15	Dec	Shepshed 2	v	Braunstone 1	Tue	27	Mar	Braunstone 1	v	Shepshed 2
Thu	15	Dec	The Swallow 1	v	Loughboro 1	Wed	28	Mar	Loughboro 1	v	The Swallow 1
Thu	15	Dec	Wigston 2	v	Melton 1	Thu	29	Mar	Shepshed 1	v	Wigston 1
Tue	3	Jan	Braunstone 1	v	The Swallow 1	Wed	4	Apr	Melton 1	v	Wigston 1
Wed	4	Jan	Loughboro 1	v	Melton 1	Thu	5	Apr	Wigston 2	v	Shepshed 2

DIVISION 2

Thu	6	Oct	Wigston 3	v	Loughboro 2	Thu	12	Jan	The Swallow 2	v	Melton 2
Thu	6	Oct	Ashby 1	v	Heathcote Arms 1	Tue	17	Jan	Braunstone 2	v	Loughboro 2
Thu	6	Oct	The Swallow 2	v	Braunstone 2	Thu	19	Jan	Wigston 3	v	Ashby 1
Tue	11	Oct	Heathcote Arms 1	v	Melton 2	Thu	19	Jan	The Swallow 2	v	Heathcote Arms 1
Thu	13	Oct	Ashby 2	v	Ashby 1	Tue	31	Jan	Heathcote Arms 1	v	Braunstone 2
Thu	13	Oct	The Swallow 2	v	Wigston 3	Wed	1	Feb	Melton 2	v	Loughboro 2
Wed	19	Oct	Loughboro 2	v	Braunstone 2	Thu	2	Feb	Ashby 1	v	Ashby 2
Wed	19	Oct	Melton 2	v	Ashby 2	Tue	7	Feb	Braunstone 2	v	Wigston 3
Wed	2	Nov	Melton 2	v	Heathcote Arms 1	Wed	8	Feb	Melton 2	v	Ashby 1
Thu	3	Nov	Ashby 2	v	Braunstone 2	Thu	9	Feb	Ashby 2	v	Heathcote Arms 1
Tue	8	Nov	Heathcote Arms 1	v	Ashby 1	Thu	9	Feb	The Swallow 2	v	Loughboro 2
Thu	10	Nov	Ashby 2	v	Melton 2	Tue	14	Feb	Braunstone 2	v	The Swallow 2
Thu	10	Nov	Wigston 3	v	The Swallow 2	Thu	16	Feb	Ashby 2	v	Loughboro 2
Tue	15	Nov	Braunstone 2	v	Heathcote Arms 1	Wed	29	Feb	Loughboro 2	v	The Swallow 2
Wed	16	Nov	Loughboro 2	v	Melton 2	Thu	1	Mar	Wigston 3	v	Heathcote Arms 1
Thu	17	Nov	Ashby 2	v	Wigston 3	Thu	1	Mar	Ashby 1	v	Melton 2
Tue	29	Nov	Heathcote Arms 1	v	Ashby 2	Tue	6	Mar	Heathcote Arms 1	v	The Swallow 2
Wed	30	Nov	Melton 2	v	The Swallow 2	Wed	7	Mar	Melton 2	v	Wigston 3
Thu	1	Dec	Ashby 1	v	Loughboro 2	Tue	13	Mar	Braunstone 2	v	Ashby 2
Thu	8	Dec	Ashby 2	v	The Swallow 2	Tue	13	Mar	Heathcote Arms 1	v	Wigston 3
Thu	8	Dec	Wigston 3	v	Braunstone 2	Wed	14	Mar	Loughboro 2	v	Ashby 1
Tue	13	Dec	Braunstone 2	v	Melton 2	Tue	27	Mar	Heathcote Arms 1	v	Loughboro 2
Wed	14	Dec	Loughboro 2	v	Heathcote Arms 1	Wed	28	Mar	Melton 2	v	Braunstone 2
Thu	15	Dec	Ashby 1	v	Wigston 3	Thu	29	Mar	The Swallow 2	v	Ashby 1
Thu	5	Jan	Ashby 1	v	The Swallow 2	Thu	29	Mar	Wigston 3	v	Ashby 2
Thu	5	Jan	Wigston 3	v	Melton 2	Tue	3	Apr	Braunstone 2	v	Ashby 1
Wed	11	Jan	Loughboro 2	v	Ashby 2	Wed	4	Apr	Loughboro 2	v	Wigston 3
Thu	12	Jan	Ashby 1	v	Braunstone 2	Thur	5	Apr	The Swallow 2	v	Ashby 2

DIVISION 3

Tue	4	Oct	Heathcote Arms 2	v	Melton 3	Wed	4	Jan	Loughboro 3	v	Market Harboro
Wed	5	Oct	Loughboro 3	v	Wigston 4	Wed	4	Jan	Melton 3	v	Latimer 1
Thu	6	Oct	Market Harboro	v	Hinckley	Tue	10	Jan	Heathcote Arms 2	v	Loughboro 3
Tue	11	Oct	Syston 1	v	Loughboro 3	Wed	11	Jan	Melton 3	v	Market Harboro
Wed	12	Oct	Melton 3	v	Wigston 4	Thu	12	Jan	Latimer 1	v	Syston 1
Thu	13	Oct	Hinckley	v	Heathcote Arms 2	Tue	17	Jan	Syston 1	v	Heathcote Arms 2
Thu	13	Oct	Latimer 1	v	Market Harboro	Wed	18	Jan	Loughboro 3	v	Hinckley
Thu	20	Oct	Latimer 1	v	Loughboro 3	Tue	31	Jan	Syston 1	v	Hinckley
Thu	20	Oct	Wigston 4	v	Market Harboro	Thu	2	Feb	Market Harboro	v	Latimer 1
Tue	1	Nov	Heathcote Arms 2	v	Syston 1	Thu	2	Feb	Wigston 4	v	Heathcote Arms 2
Thu	3	Nov	Hinckley	v	Melton 3	Tue	7	Feb	Heathcote Arms 2	v	Market Harboro
Thu	3	Nov	Market Harboro	v	Loughboro 3	Thu	9	Feb	Hinckley	v	Latimer 1
Thu	3	Nov	Wigston 4	v	Latimer 1	Thu	9	Feb	Wigston 4	v	Syston 1
Wed	9	Nov	Melton 3	v	Syston 1	Wed	15	Feb	Melton 3	v	Loughboro 3
Thu	10	Nov	Latimer 1	v	Heathcote Arms 2	Thu	16	Feb	Wigston 4	v	Hinckley
Tue	15	Nov	Syston 1	v	Wigston 4	Tue	28	Feb	Heathcote Arms 2	v	Wigston 4
Thu	17	Nov	Market Harboro	v	Melton 3	Tue	28	Feb	Syston 1	v	Melton 3
Thu	17	Nov	Latimer 1	v	Hinckley	Thu	1	Mar	Hinckley	v	Loughboro 3
Tue	29	Nov	Syston 1	v	Latimer 1	Wed	7	Mar	Loughboro 3	v	Latimer 1
Wed	30	Nov	Loughboro 3	v	Heathcote Arms 2	Thu	8	Mar	Market Harboro	v	Wigston 4
Thu	1	Dec	Wigston 4	v	Melton 3	Wed	14	Mar	Melton 3	v	Heathcote Arms 2
Thu	1	Dec	Hinckley	v	Market Harboro	Thu	15	Mar	Market Harboro	v	Syston 1
Tue	6	Dec	Heathcote Arms 2	v	Latimer 1	Thu	15	Mar	Wigston 4	v	Loughboro 3
Wed	7	Dec	Loughboro 3	v	Melton 3	Wed	28	Mar	Loughboro 3	v	Syston 1
Thu	8	Dec	Hinckley	v	Syston 1	Thu	29	Mar	Hinckley	v	Wigston 4
Tue	13	Dec	Heathcote Arms 2	v	Hinckley	Thu	29	Mar	Latimer 1	v	Melton 3
Tue	13	Dec	Syston 1	v	Market Harboro	Thu	29	Mar	Market Harboro	v	Heathcote Arms 2
						Wed	4	Apr	Melton 3	v	Hinckley
						Thu	5	Apr	Latimer 1	v	Wigston 4

DIVISION 4

Tue	4	Oct	Syston 2	v	Braunstone 3	Tue	10	Jan	Braunstone 3	v	Braunstone 4
Thu	6	Oct	Kirby Castlers 1	v	Ashby 3	Tue	10	Jan	Syston 2	v	Ashby 3
Thu	6	Oct	Wigston 5	v	Latimer 2	Thu	12	Jan	Wigston 5	v	Red Admiral 1
Tue	11	Oct	Braunstone 4	v	Braunstone 3	Wed	18	Jan	Red Admiral 1	v	Syston 2
Wed	12	Oct	Red Admiral 1	v	Kirby Castlers 1	Thu	19	Jan	Ashby 3	v	Kirby Castlers 1
Thu	13	Oct	Wigston 5	v	Syston 2	Thu	19	Jan	Latimer 2	v	Wigston 5
Tue	18	Oct	Braunstone 3	v	Latimer 2	Tue	31	Jan	Braunstone 4	v	Kirby Castlers 1
Thu	20	Oct	Ashby 3	v	Braunstone 4	Wed	1	Feb	Red Admiral 1	v	Braunstone 3
Tue	1	Nov	Braunstone 3	v	Ashby 3	Tue	7	Feb	Syston 2	v	Kirby Castlers 1
Wed	2	Nov	Red Admiral 1	v	Wigston 5	Tue	7	Feb	Braunstone 4	v	Latimer 2
Thu	3	Nov	Kirby Castlers 1	v	Braunstone 4	Wed	8	Feb	Red Admiral 1	v	Ashby 3
Tue	8	Nov	Braunstone 3	v	Syston 2	Tue	14	Feb	Braunstone 4	v	Ashby 3
Wed	9	Nov	Red Admiral 1	v	Latimer 2	Thu	16	Feb	Latimer 2	v	Kirby Castlers 1
Thu	10	Nov	Ashby 3	v	Wigston 5	Tue	28	Feb	Braunstone 3	v	Kirby Castlers 1
Wed	16	Nov	Red Admiral 1	v	Braunstone 4	Thu	1	Mar	Ashby 3	v	Syston 2
Thu	17	Nov	Wigston 5	v	Kirby Castlers 1	Thu	1	Mar	Latimer 2	v	Red Admiral 1
Tue	29	Nov	Braunstone 3	v	Red Admiral 1	Thu	1	Mar	Wigston 5	v	Braunstone 4
Thu	1	Dec	Kirby Castlers 1	v	Syston 2	Tue	6	Mar	Braunstone 4	v	Red Admiral 1
Thu	1	Dec	Latimer 2	v	Ashby 3	Tue	6	Mar	Syston 2	v	Wigston 5
Tue	6	Dec	Syston 2	v	Red Admiral 1	Thu	8	Mar	Ashby 3	v	Latimer 2
Thu	8	Dec	Latimer 2	v	Braunstone 4	Tue	13	Mar	Syston 2	v	Braunstone 4
Thu	8	Dec	Kirby Castlers 1	v	Wigston 5	Thu	15	Mar	Ashby 3	v	Braunstone 3
Thu	15	Dec	Ashby 3	v	Red Admiral 1	Thu	15	Mar	Kirby Castlers 1	v	Latimer 2
Thu	15	Dec	Latimer 2	v	Syston 2	Tue	27	Mar	Braunstone 3	v	Wigston 5
Thu	15	Dec	Wigston 5	v	Braunstone 3	Tue	27	Mar	Syston 2	v	Latimer 2
Tue	3	Jan	Braunstone 4	v	Syston 2	Thu	29	Mar	Kirby Castlers 1	v	Red Admiral 1
Thu	5	Jan	Latimer 2	v	Braunstone 3	Tue	3	Apr	Braunstone 4	v	Wigston 5
Thu	5	Jan	Wigston 5	v	Ashby 3	Thur	5	Apr	Kirby Castlers 1	v	Braunstone 3

DIVISION 5

Tue	4	Oct	Braunstone 5	v	Oadby	Thu	12	Jan	Ashby 4	v	Heathcote Arms 3
Tue	4	Oct	Syston 4	v	Ashby 4	Thu	12	Jan	Oadby	v	Syston 3
Wed	5	Oct	Red Admiral 2	v	Heathcote Arms 3	Tue	17	Jan	Syston 3	v	Kirby Castlers 2
Tue	11	Oct	Heathcote Arms 3	v	Syston 3	Tue	17	Jan	Braunstone 5	v	Syston 4
Thu	13	Oct	Kirby Castlers 2	v	Ashby 4	Thu	19	Jan	Oadby	v	Heathcote Arms 3
Thu	13	Oct	Oadby	v	Red Admiral 2	Tue	31	Jan	Heathcote Arms 3	v	Syston 3
Tue	18	Oct	Braunstone 5	v	Ashby 4	Thu	2	Feb	Ashby 4	v	Kirby Castlers 2
Tue	18	Oct	Syston 3	v	Oadby	Thu	2	Feb	Oadby	v	Syston 4
Thu	20	Oct	Kirby Castlers 2	v	Syston 4	Tue	7	Feb	Syston 4	v	Heathcote Arms 3
Tue	1	Nov	Syston 3	v	Red Admiral 2	Thu	9	Feb	Oadby	v	Kirby Castlers 2
Tue	1	Nov	Syston 4	v	Braunstone 5	Thu	9	Feb	Ashby 4	v	Red Admiral 2
Thu	3	Nov	Oadby	v	Ashby 4	Tue	14	Feb	Syston 4	v	Syston 3
Tue	8	Nov	Braunstone 5	v	Heathcote Arms 3	Thu	16	Feb	Ashby 4	v	Braunstone 5
Tue	8	Nov	Syston 4	v	Red Admiral 2	Tue	28	Feb	Syston 3	v	Braunstone 5
Thu	10	Nov	Kirby Castlers 2	v	Syston 3	Wed	29	Feb	Red Admiral 2	v	Ashby 4
Tue	15	Nov	Heathcote Arms 3	v	Red Admiral 2	Thu	1	Mar	Kirby Castlers 2	v	Oadby
Tue	15	Nov	Syston 3	v	Ashby 4	Tue	6	Mar	Heathcote Arms 3	v	Oadby
Tue	15	Nov	Braunstone 5	v	Kirby Castlers 2	Thu	8	Mar	Kirby Castlers 2	v	Red Admiral 2
Tue	29	Nov	Heathcote Arms 3	v	Braunstone 5	Tue	13	Mar	Heathcote Arms 3	v	Ashby 4
Wed	30	Nov	Red Admiral 2	v	Kirby Castlers 2	Tue	13	Mar	Syston 4	v	Kirby Castlers 2
Thu	1	Dec	Ashby 4	v	Syston 4	Wed	14	Mar	Red Admiral 2	v	Syston 3
Tue	6	Dec	Heathcote Arms 3	v	Syston 4	Thu	15	Mar	Oadby	v	Braunstone 5
Tue	6	Dec	Braunstone 5	v	Red Admiral 2	Tue	27	Mar	Heathcote Arms 3	v	Kirby Castlers 2
Tue	13	Dec	Braunstone 5	v	Syston 3	Tue	27	Mar	Syston 4	v	Oadby
Wed	14	Dec	Red Admiral 2	v	Oadby	Wed	28	Mar	Red Admiral 2	v	Braunstone 5
Thu	15	Dec	Kirby Castlers 2	v	Heathcote Arms 3	Thu	29	Mar	Ashby 4	v	Syston 3
Thu	5	Jan	Kirby Castlers 2	v	Braunstone 5	Tue	3	Apr	Syston 3	v	Syston 4
Wed	11	Jan	Red Admiral 2	v	Syston 4	Thur	5	Apr	Ashby 4	v	Oadby

GRADING LIST 2011 - 2012

- The following pages contain the normal-play and rapid-play grades for active Leicestershire players, listed in order of their clubs. These grades were obtained from the ECF lists published in August 2011. They reflect players' performances over the period June 1st 2010 – May 31st 2011 (see below).
- For each player the **first** grade given is the annual **normal play** grade. **This grade will be applied for all the 2011-12 League and League Cup matches, and for all 2012 matches in the Chapman and Birstall Cups.** If a player has no normal 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 2011 and at Easter 2012 in the light of results, must also be used in the 2011-12 League and League Cup matches. All assigned normal grades, including those assigned by the Grading Officer under Rule 13, apply for handicap events as well as League matches.**
- If a 2nd grade given it is the **rapid-play** grade. The ECF issues rapid-play grades every 6 months, but each will normally reflect performance over the previous 12 months. New rapid-play grades will be issued in January 2012, covering games played between 1st December 2010 and 30th November 2011, and will be used for 2012 matches in the Harrod and Wylie Cups, so those printed here will only be of academic interest to most players! Again, grades may be assigned to new players etc by the Grading Officer.
- Each grade is followed by a code letter. For adult players the code letters translate as follows: X: 30 or more games graded in the latest half year; A: 30 or more games graded in the latest season; B: 30 or more games graded over the last 2 seasons, at least 20 of them in the latest season; C: 30 or more games graded in the last 3 seasons, at least 10 of them in the latest season; D: 15 or more games graded in the last 3 seasons, at least 9 of them in the latest season; E: 9 or more games graded in the last 3 seasons, at least 1 of them in the latest season. The system is different for juniors – the ECF Web site gives more details.
- 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 Brian Foreman to whom all queries regarding gradings should be addressed, **not to the League Secretary.**

Grading list 2011 - 2012

Ashby	Standard	Rapid			Heathcote Arms	Standard	Rapid	
Adlard, Lea	117	E			Beach, Ray	105	A 85 D	
Armstrong, C Victor	121	D			Booley, Graham M	147	A 138 C	
Dove, Tom	139	D	142	E	Bray, Dave J	170	B 168 E	
Evans, Roy	143	C	126	E	Bubb, Andrew D	40	E	
Gibson, Paul	152	C	121	D	Bubb, Michael A	36	E	
Hayden, Lawrence F	137	A			Cowley, Michael H	159	B 153 D	
Jones, Peter	111	E			Ensor, Rob	128	B	
Nicholson, Brian	55	E			Ganger, Rajan	173	A 171 D	
Rauch, Udo	58	D			Harrison, Peter K	149	B 151 D	
Reynolds, David	125	A	116	E	Hewitt, Sean	158	A 150 E	
Rigby, Steve	148	D			Manger, John D	119	C	
Roberts, Neil J	80	C	81	E	Ricketts, Dave C	93	C 96 D	
Tipper, Christopher	147	C	162	E	Ross, Colin	118	A 93 E	
Vann, Richard P	163	C	144	E	Sanders, Gary	50	E	
Williams, Richard	105	C			Sharpe, Graham J	181	B 191 D	
Wylde, Nick	121	C	111	E				
York, Russell	131	D	133	E				
Braunstone					Hinckley			
Barlow, Steve	91	C			Bailey, Barry	122	C 96 D	
Bingham, James T	161	A	139	D	Clay, Terry	112	A	
Closs, Guy I	118	B	96	D	Compton, Garry	122	C 113 D	
Colburn, Paul J	154	A	169	B	Gibbs, Peter C	167	D 173 E	
Gonem, Sherif	153	D			Moore, David	127	E	
Hebden, Mark L	241	A	249	A	Phillips, Howard	134	A	
Hill, Cyril D	110	C			Radesk, Brian	113	C	
Impey, John	96	C			Smith, Jason	106	C 130 D	
Khawaja, Okash S	104	E						
Lathwood, Roy	116	C	90	E	Kirby Castlers			
Martin, Paul BRA	93	B			Cowley, Jim	108	E	
Oliver, John A	130	C			Gonzaga, Edda	10	E	
Read, Barry W	101	C			Gray, Paul	134	C	
Robinson, Anthony D	135	A	104	E	Hill, Eddie	90	E	
Robinson, John K	169	A			Kellock, Jim	56	E	
Salisbury, Michael W	167	B	178	D	Townsend, Ray P	132	C	
Sandrovitch, David	144	C	152	D	Turner, Scott	55	E	
Tangney, Vince	76	D			Walker, John M	133	D	
Wells, Jeremy	143	C						

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. The current Laws came into force on 1 July 2010. Major changes are shown below in bold type, but note that the League has chosen *not* to adopt some of the more controversial changes. 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

- one or more of his own pieces, he must move the first piece touched that can be moved, or
- one or more of his opponent's pieces, he must capture the first piece touched which can be captured, or
- 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:

- deliberately touches his king and rook he must castle on that side if it is legal to do so.
- 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).
- intending to castle, touches the king or king and rook at the same time, but castling on that side is illegal, the player must make another legal move with his king which may include castling on the other side. If the king has no legal move, the player is free to make any legal move.
- 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 can be moved or captured, the player may make any legal move.

4.6 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 when all the relevant requirements of Article 3 have been fulfilled.

- 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;
- in the case of 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;
- in the case of a promotion of a pawn, when the pawn has been removed from the chessboard and the player's hand has released the new piece after placing it on the promotion square. If the player has released from his hand the pawn that has reached the promotion square, the move is not yet made, but the player no longer has the right to play the pawn to another square.

4.7 A player forfeits his right to a claim against his opponent's violation of Article 4.3 or 4.4, once he deliberately touches a piece.

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.

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.

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.

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 any identical position is about to appear or has appeared on the chessboard three times. (See Article 9.2).

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

COMPETITION RULES

Article 6: The chess clock

6.1 'Chess clock' 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. 'Flag fall' means the expiration of the allotted time for a player.

6.2 a. When using a chess clock, each player must make a minimum number of moves or all moves in an allotted period of time specified in advance.

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

6.3 Immediately after a flag falls, the requirements of Article 6.2(a) must be checked.

6.5 At the time determined for the start of the game the clock of the player who has the white pieces is started.

6.6 If neither player is present initially, the player who has the white pieces shall lose all the time that elapses until he arrives.....

6.7 a. During the game each player, having made his move on the chessboard, shall stop his own clock and start his opponent's clock. A player must always be allowed to stop his clock. His move is not considered to have been completed until he has done so, unless the move that was made ends the game. (See Articles 5.1 and 5.2). The time between making the move on the chessboard and stopping his own clock and starting his opponent's clock is regarded as part of the time allotted to the player.

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

c. The players must handle the chess clock properly. It is forbidden to punch it forcibly, to pick it up or to knock it over. Improper clock handling shall be penalised in accordance with Article 13.4.

d. If a player is unable to use the clock, an assistant ... may be provided by the player to perform this operation. The clocks shall be adjusted ... in an equitable way.

6.9 Except where Articles 5.1 or one of the Articles 5.2 (a), (b) and (c) apply, if a player does not complete the prescribed number of moves in the allotted time, the game is lost by the 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, even with the most unskilled counterplay.

6.10 Every indication given by the clocks is considered to be conclusive in the absence of any evident defect. A chess clock with an evident defect shall be replaced.

6.11 If both flags have fallen and it is impossible to establish which flag fell first, the game shall continue.

6.12 a. If the game needs to be interrupted, [the arbiter] shall stop the clocks.

b. A player may stop the clocks only in order to seek ... assistance, for instance when a promotion has taken place and the piece required is not available.

6.13 If an irregularity occurs and/or 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 clocks. He shall also, if necessary, adjust the clock's move counter.

Article 7: Irregularities

7.1 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 only error is that the chessboard has been placed contrary to Article 2.1, the game continues but the position reached must be transferred to a correctly placed chessboard.

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

7.3 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 clocks and ask for ... assistance.

7.4 a. If during a game it is found that an illegal move, including failing to meet the requirements of the promotion of a pawn or capturing the opponent's king, 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. The clocks shall be adjusted according to Article 6.14. **Articles 4.3 and 4.6 apply** to the move replacing the illegal move. The game shall then continue from this reinstated position.

b. After the action taken under Article 7.4(a), for the first two illegal moves by a player the arbiter shall give two minutes extra time to his opponent in each instance; for a third illegal move by the same player, the arbiter shall declare the game lost by this player.

7.5 If during a game it is found that pieces have been displaced from their squares, the position before the irregularity shall be re-instated. If the position immediately before the irregularity cannot be identified, the game shall continue from the last identifiable position prior to the irregularity. The clocks shall be adjusted according to Article 6.14. The game shall then continue from this re-instated position.

Article 8: The recording of the moves

8.1 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 on the 'score-sheet' 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..... 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. Both players must record the offer of a draw on the score-sheet. If a player is unable to keep score an assistant may be provided by the player to write the moves. His clock shall be adjusted... in an equitable way.

8.4 If a player has less than five minutes left on his clock then he is not obliged to meet the requirements of Article 8.1. Immediately after one flag has fallen the player must update his score-sheet completely before moving a piece on the chessboard.

8.5 a. If neither player is required to keep score under Article 8.4 an assistant should try to be present and keep score. In this case, immediately after one flag has fallen, [the arbiter] shall stop the clocks. Then both players shall update their score-sheets, using the arbiter's or the opponent's score-sheet.

- b. If only one player is not required to keep score under Article 8.4 he must, as soon as either flag has fallen, update his score-sheet completely before moving a piece on the chessboard. Provided it is the player's move, he may use his opponent's score-sheet, but must return it before making a move
- c. If no complete score-sheet is available, the players must reconstruct the game on a second chessboard....

8.6 If the score-sheets 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.

Article 9: The drawn game

- 9.1 b. A player wishing to offer a draw shall do so after having made a move on the chessboard and before stopping his clock and starting the opponent's clock. An offer at any other time during play is still valid, but Article 12.6 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.
- c. The offer of a draw shall be noted by each player on his score-sheet.
- d. A claim of a draw under 9.2, 9.3 or 10.2 shall be considered to be an offer of a draw.

- 9.2 The game is drawn, upon a correct claim by the player having the move, when the same position, for at least the third time (not necessarily by sequential repetition of moves)
- a. is about to appear, if he first writes his move on his score-sheet 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 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. Positions are not the same if a pawn that could have been captured en passant can no longer be captured **in this manner** or if the right to castle has been changed temporarily or permanently.

- 9.3 The game is drawn, upon a correct claim by the player having the move, if
- a. he writes on his score-sheet, and declares his intention to make a move which shall result in the last 50 moves having been made by each player without the movement of any pawn and without the capture of any piece, or
 - b. the last 50 consecutive moves have been made by each player without the movement of any pawn and without the capture of any piece.

9.4 If the player makes a move without having claimed the draw he loses the right to claim a draw on that move.

- 9.5 If a player claims a draw as in Article 9.2 or 9.3, he shall immediately stop both clocks. 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 three minutes to the opponent's remaining time. Then the game shall continue and the intended move must be made.

9.6 The game is drawn when a position is reached from which a checkmate cannot occur by any possible series of legal moves, even with the most unskilled play. This immediately ends the game, provided that the move producing this position was legal.

Article 10: Quickplay Finish

10.1 A 'quickplay finish' is the last phase of a game, when all the remaining moves must be made in a limited time.

10.2 If 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 stop the clocks and summon the arbiter.

- a. If the arbiter agrees the opponent is making no effort to win the game by normal means, or that it is not possible to win by normal means, then 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 thinking time and the game shall continue in the presence of an arbiter, if possible. The arbiter shall declare the final result after a flag has fallen..... (See *League Rule 12*).
- c. If the arbiter has rejected the claim, the opponent shall be awarded two extra minutes thinking time.
- d. The decision of the arbiter shall be final relating to 10.2 a, b, c.

Article 12: The conduct of the players

12.1 The players shall take no action that will bring the game of chess into disrepute.

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

b. It is strictly forbidden to bring mobile phones or other electronic means of communication into the playing venue. If **any such device produces a sound** that player shall lose the game.

12.4 The score-sheet shall be used only for recording the moves, the times of the clocks, the offer of a draw, and matters relating to a claim.

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

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

12.7 Infraction of any part of the Articles 12.1 to 12.5 shall lead to penalties in accordance with Article 13.4.

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

12.9 If both players are found guilty according to Article 12.8, the game shall be declared lost by both players.

APPENDIX A. Rapidplay

A1. A 'Rapidplay game' is one where all the moves must be made in a fixed time from 15 to 60 minutes for each player.....

A2. Players do not need to record the moves.

A4 a. Once each player has completed three moves, no claim can be made regarding incorrect piece placement, orientation of the chessboard or clock setting. In case of reverse king and queen placement castling with this king is not allowed.

b. The arbiter shall make a ruling according to Article 4 (The act of moving pieces), only if requested to do so by one or both players.

c. An illegal move is completed once the opponent's clock has been started. The opponent is then entitled to claim that the player completed an illegal move before the claimant has made his move. Only after such a claim shall the arbiter make a ruling. However if both kings are in check or the promotion of a pawn is not completed the arbiter shall intervene if possible.

d. The flag is considered to have fallen when a player has made a valid claim to that effect. To claim a win on time, the claimant must stop both clocks and notify the arbiter. For the claim to be successful the claimant's flag must remain up and his opponent's flag down after the clocks have been stopped. If both flags have fallen, the game is drawn.

APPENDIX B. Blitz

B1. A 'Blitz game' is one where all the moves must be made in a fixed time less than 15 minutes for each player.

B3 a. Play shall be governed by the Rapidplay Laws as in Appendix A except where they are overridden by the following Laws of Blitz.

c. An illegal move is completed once the opponent's clock has been started. The opponent is entitled to claim a win before making his own move. However, if the opponent cannot checkmate the player's king by any possible series of legal moves with the most unskilled counter-play, then the player is entitled to claim a draw before making his own move. Once the opponent has made his own move, an illegal move cannot be corrected.

APPENDIX D. Quickplay finishes when no arbiter is present

D1. When games are played as in article 10, 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

- a. That his opponent cannot win by normal means, and/or
- b. That his opponent has been making no effort to win by normal means.

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

In (b) the player must write down the final position and submit an up-to-date score-sheet. The opponent shall verify both the score-sheet and the final position.

The claim shall be referred to an arbiter **whose decision shall be final**.

SUMMER CUPS 2012

It is expected that from early May to end-September 2012 LRCA will run the same cup competitions as in 2011, 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 2011 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.

LEAGUE CUPS 2011 – 2012

For the 2011-2012 season there will again be two League Cup competitions. These will be called the Major and Minor League Cups, and will be mainly intended for players from Divisions 1 and 2, and Divisions 3-5 respectively. Each event is currently scheduled to be a 5-round Swiss tournament for teams of 4 as in 2009-10, and the same handicap rules will apply (see below). A player who has played in the Senior Cup cannot subsequently play in the Junior event, and a player can only play in any one round in one Cup, not in both. There are no grading restrictions.

This season 5 weeks, fairly evenly spaced amongst the League fixture weeks, have been set aside for League Cup fixtures *only*. These are the weeks beginning:

24 October 2011; 21 November 2011
23 January 2012; 20 February 2012; 19 March 2012

It is expected that in each round the home teams will play their matches on their normal club nights in the above weeks. All games must be played on the same occasion

The League Cup rules are generally the same as those for League matches. League rules apply to the board order within each team. Quick-play finish time limits will be used, and matches can last for 2 hours 40 minutes or 3 hours as usual. In the event of a tie the Cup winners will be decided by (a) the result of matches between the tied teams, and (b) the sum of progressive scores. The handicap bands for this event are as follows. The ECF grade difference is given first, then the handicap bonus given to the lower-graded team: 0-12: 0; 13-37: ½; 38-62: 1; 63-87: 1½; 88-112: 2; 113-137: 2½; 138-162: 3; 163-200: 3½. If the grade difference between two players on a single board is more than 50, it counts as 50 exactly, so the maximum team handicap is 200 points.



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