

GLASGOW CHESS LEAGUE

Constitution & Rules of Play

Constitution

Rules for League Competitions

Rules of Play

Disputes Procedure

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CONSTITUTION

1. NAME

The name of the organisation shall be “The Glasgow Chess League” and in this Constitution shall be referred to as the “League”.

2. OBJECT

The object of the League shall be to foster chess in Glasgow and the surrounding districts.

3. MEMBERSHIP

The League shall consist of two classes of members, namely:

- a) Full Members.
- b) Associate Members.

4. QUALIFICATION FOR MEMBERSHIP

- 4.1** Full Members: Any club domiciled in or near Glasgow.
- 4.2** Associate members: Any individual who is a member of a club in full membership of the league.

5. ELECTION OF MEMBERS

- 5.1** The election of clubs to Full membership and individuals to Associate Membership shall be by The Management Committee.
- 5.2** The Management Committee shall have the right to refuse membership and shall not be bound to give reasons for such rejection.

6. ENTRANCE FEES, SUBSCRIPTIONS, HONORARIA & BOND FEE

- 6.1** Full Members shall pay annual subscriptions, which shall be determined by the League Council.
- 6.2** Annual Subscriptions shall become due on 1st November each year.
- 6.3** Any Full Member whose subscription is in arrears after 1st November shall be liable to a financial surcharge of not more than 100% as determined by the Management Committee.
- 6.4** Any Full Member whose subscription is three months in arrears shall cease to be a Full Member. Associate Members whose club ceases to be a Full Member shall themselves cease to be members of the League.

- 6.5** The Secretary and other office bearers may, at the discretion of the League Council, be paid fees for services rendered to the league. The League Council at the Annual General Meeting shall determine the amounts of fees.
- 6.6** At the outset of each season each club shall pay a fee of £20.00 as a bond against defaulting a League match for any reason. This bond fee will be refunded at the end of each season (or held over against next season's fees), unless a team has defaulted a League match for any reason.

7. COUNCIL

The governing body of the League shall be called the Council and shall consist of The League President, the Secretary, the Treasurer and one delegate from each Full Member of the League. The ex-officio members of the Council may also, if eligible, be the delegate for their club (if a Full Member).

8. ANNUAL GENERAL MEETING OF THE COUNCIL

The Annual general meeting of the Council shall be held in the month of May, or June each year in order to:

- a) Receive the President's Report.
- b) Receive the Secretary's Annual Report and the Treasurer's Statement of Account.
- c) Elect the President, the Secretary, the Treasurer and other members of the Management Committee for the ensuing year.
- d) Appoint the Auditor for the ensuing year.
- e) Fix the Annual Subscription.
- f) Transact any further business.

9. SPECIAL MEETINGS OF THE COUNCIL

A special meeting of the Council shall be convened on a resolution of the Management Committee, or on a requisition signed by 10 Full members. The requisition shall specify the business to be transacted and the Secretary shall hold the special meeting within 4 weeks from the date of receipt of the requisition.

10. NOTICE OF COUNCIL MEETINGS

At least 21 days' notice, in writing or by e-mail, shall be given of all meetings of the Council. The notice shall specify the hour, date, and venue of the meeting and state the business to be transacted.

11. CHAIRMAN OF COUNCIL MEETINGS

At all meetings of the Council, the President shall take the chair, or in his absence, the meeting shall appoint a chairman.

12. QUORUM FOR COUNCIL MEETINGS

Ten members of the Council shall form a quorum.

13. ATTENDANCE AND VOTING AT COUNCIL MEETINGS

- 13.1 Any member of the League may attend but Associate members may not be entitled to participate in the business conducted unless invited by the Chairman.

13.2 At Council meetings the League President and the delegates of each club in Full Membership of the League shall be entitled to cast one vote.

13.3 All questions, bar amendments to the Constitution, shall be settled by a bare majority of votes.

13.4 In the event of equality of votes, the Chairman shall have a casting vote.

14. AUDITOR

The Annual Meeting of the Council shall appoint for one year of office, an Auditor, who shall not be a member of the Management Committee.

15. MANAGEMENT COMMITTEE

The Management Committee shall conduct the affairs of the League in accordance with the articles of the Constitution (and from time-to-time enforce). The Council may override any decision of the Management Committee. The Management Committee shall consist of the President, the Secretary, the Treasurer and 7 members of the League. The Management Committee shall:

- a) appoint subcommittees from its members and co-opt onto any sub-committee so appointed such persons, as it may deem necessary for the satisfactory handling of the League's affairs.
- b) appoint League and Tournament Controllers, as it may deem necessary.
- c) prescribe such standing orders, as it may deem necessary, for the regulation of the business of its sub-committees.
- d) be responsible for arranging the various competitions sponsored by the League.
- e) be authorised to approve the expenditure of money on behalf of the League for any purpose, which it deems necessary.

16. CHAIRMAN OF MANAGEMENT COMMITTEE & SUBCOMMITTEE MEETINGS

The President shall take the chair at all management Committee or sub-committee meetings, or, in his absence, the meeting shall appoint a chairman.

17. QUORUM FOR MANAGEMENT COMMITTEE AND SUBCOMMITTEE

The quorum for a Management Committee meeting shall be four members and for a subcommittee not less than half of the number comprising the subcommittee.

18. VOTING AT COMMITTEE MEETINGS

Each member of the Management Committee or a subcommittee meeting shall have one vote. Questions arising at any meeting shall be decided by a majority of votes. In the case of equality of votes the Chairman shall have a second or casting vote.

19. NOMINATION FOR ELECTION OF THE MANAGEMENT COMMITTEE

Nominations for election to the Management Committee shall be made in writing or by e-mail to the Secretary to be received not less than 7 days before the Annual General Meeting. Nominations shall bear the signature of the proposer, together with the written consent of the nominee or nominees who must be associate members of the League.

20. ELECTION OF MANAGEMENT COMMITTEE

Elections to the Management Committee shall be made at the Annual General Meeting. Members of the Management Committee, who shall be eligible for re-election shall be elected for a term of one year. For this and other purposes, a year of

the League is defined as the period between the closure of two successive Annual General Meetings.

The Management Committee shall have the power to fill any casual vacancy (except that of President). A person so appointed shall serve for the remainder of his predecessor's office.

21. INTERPRETATION OF CONSTITUTION

In the event of a disagreement arising as the correct interpretation of the Constitution of the League, the Council's ruling shall be final.

22. AMENDMENT TO CONSTITUTION

22.1 The Constitution may be amended only at a Council Meeting on a $\frac{2}{3}$ majority vote.

22.2 The "Rules for League Competitions" which are appended to the Constitution, may be amended only at a Council Meeting on a majority vote.

22.3 Such amendments, which they themselves may be amended at Council, shall be included with the notice calling the Council Meeting and must be delivered to the League Secretary, in writing, or by e-mail, not later than 30 days prior to that meeting.

RULES for LEAGUE COMPETITIONS

1. DURATION of SEASON

League competitions comprising one or more divisions shall be held in each season.

For this and other purposes "a season" is defined as the period commencing on SEPTEMBER 1st in one year and terminating on APRIL 30th in the following year.

2. CONSTITUTION OF DIVISIONS and MATCH FIXTURES

2.1 All divisions shall normally have ten teams.

2.2 New teams shall enter the lowest division.

2.3 Each team within a division except the lowest shall play one match on a home or away basis with each of the other teams therein during a season. The lowest division will contain the rest of the teams registered with the league. If this division has more or fewer than ten teams then the Management Committee will decide the best format for this based on which teams have entered and this may require a double round with home and away fixtures against each team in the division or section of the division.

2.4 When a club has more than one team in the same division, the teams shall play each other at the start of the Season. If such matches are not played by the third match and neither team has claimed a default, then it shall be deemed to be a double default.

2.5 When a club has more than one team, then they shall be called (in order of overall playing strength and division they play in) A, B, C etc.

3. SCORING

3.1 The individual games of a match shall be scored: one point for a game won, half a game point for a game drawn, no game points for a game lost.

3.2 Based upon the aggregate of individual game points gained by each team, the results of a match shall be scored: two points for a match won, one point for a match drawn, no points for a match lost.

4. GAMES LOST BY DEFAULT

- 4.1 One match point shall be deducted from a team's score at the end of the Season for every four games lost by default.
- 4.2 If two or more players of a team are prevented from attending a match by some unforeseeable event, the Management Committee may, at its discretion, rule that the defaults so incurred shall be excluded from the total for the purpose of this clause.
- 4.3 No dispensation shall be permitted under Rule 4.2 unless the team captain or (club secretary)
 - (a) notifies the opposing team captain or (club secretary) and the League Controller as soon as practically possible and
 - (b) submits a claim, in writing or by e-mail, to the League Controller within 7 days of the match, who will then forward the claim to the Management Committee.

5. TEAM WITHDRAWALS

The following action shall be taken if a team withdraws from a division during a Season:

The match results shall be cancelled if less than 50% of matches played, but the match results shall stand if 50% or more of matches are played. Un-played matches to be scored as wins for the opposing teams.

6. PROMOTION, RELEGATION and DIVISION CHAMPIONSHIPS

- 6.1 The Divisions of the League shall function on the following basis:
 - a) The two teams in all divisions, except the first division, securing the greatest number of match points shall be promoted to the next higher division.
 - b) If, after promotion, the number of teams in division 1 should exceed the specified strength then the extra team(s) with the smallest number of match points shall be relegated to division 2. Should this relegation, in turn, cause the number of teams in division 2 to exceed the specified strength then the extra team or teams with the smallest number of match points shall be relegated to division 3 and so on throughout all the divisions except the lowest division.
 - c) If, during the application of the relegation process, a division is found to be under-strength, then the leading placed teams in the next lower division shall fill the vacancy or vacancies.
 - d) When the lowest division is divided into sections, the Management Committee may arrange play-off matches to decide the promotion issue. Occasionally, to accommodate variations in the number of registered teams, the number of divisions may be altered. If the number of teams in the lowest division is less than 6 then the lowest division will be combined with the nearest higher division, which may then be divided into sections, except where specified in paragraph 2.3g).
- 6.2 If two or more teams concerned in promotion, relegation section or division championships are equal in match points, then the issue shall be resolved by applying the following rules (in this order):
 - a) The teams shall be placed in order of the total games-for points scored.
 - b) If the issue remains un-resolved, then those teams that are tied on total games-for points after applying rule (a) shall be placed in order of the match points scored between the teams.

- c) Should this fail to separate the teams, then where teams have played twice in any division or section of a division, the number of games achieved by each team over those two legs shall be considered and if one team has a majority they shall be declared, where appropriate, section/divisional winners.
 - d) Should the issue still remain undecided then a match or series of matches between the teams that are tied shall resolve the matter. These matches are to be played on dates and at neutral venues arranged by the Management Committee. Only legitimate players who have played for that team in that season shall be eligible to play in any such matches, or in section play-offs.
 - e) Drawn matches shall be decided by Tie-Break: Firstly, by Board Count, or if indecisive, by Bottom Board elimination. Board Count favours the team whose total of board numbers for games won is lower. Bottom Board elimination favours the team which lost on the highest numbered board where the game was not drawn. If a match is drawn because all games are drawn, then the toss of a coin shall decide the outcome.
- 6.3 Other than when it would result in a club having more than two teams in one division, promotion will normally be obligatory. However, in exceptional circumstances the Management Committee may use discretionary powers in favour of any club applying to forego elevation to a higher division. Such applications must be delivered to the League Secretary in writing, or by e-mail, not later than 21 days after the Annual General Meeting. Should a club, following relegation, have more than two teams in one division, the club may opt to have its junior team relegated to the next lowest division.
- 6.4 A team in any division, defaulting more than one match during any one season, unless a satisfactory explanation is given to the Management Committee within 21 days of the scheduled match, shall be ineligible to take part in any GCL activities in the following season. Should any such team apply to return to the Glasgow Chess League provided their application is successful they will be required to re-join in the lowest division. A team on any division defaulting one match during a season shall be ineligible for promotion, unless a satisfactory explanation is given to the Management Committee within 21 days of the scheduled match.
- 6.5 The Management Committee shall endeavour to ensure that team promotions and relegations preserve the integrity of the League.

7. CONSTITUTION OF TEAMS

- 7.1 Teams in the First Division will consist of 8 players.
- 7.2 Teams in the Second Division will consist of 6 players.
- 7.3 Teams in any remaining divisions will consist of 4 players.

8. PLAYER ELIGIBILITY

- 8.1 No player shall be eligible to play for more than one club, or for more than one team in the same division, or section of a division during a season.
- 8.2 A player may play a total of three times in divisions higher than the lowest in which they have played. A player is not tied to the division in which they first play.
- 8.3 Any dispute as to the eligibility of a player shall be referred to the Management Committee whose decision shall be final.

9. REGISTRATION OF PLAYERS

9.1 When match results are submitted, team captains must provide the full name (and DoB if aged under 21) of any of their players who are not listed in the current CS grading list.

If available, the player's FIDE, ECF etc., grade must be provided. For players returning to chess, the player's most recent grade and club (with dates) must be provided.

9.2 Failure to provide these details will be treated as a failure to submit the match results.

10. PENALTIES

10.1 Any blatant infringement of Rules 8 and/or 9 shall be considered by the Management Committee and may incur penalties as far as the loss of the two match points.

10.2 Where a team has been penalized under Rule 10.1, the Management Committee shall also determine the match result.

11. VENUES and DATES FOR MATCHES

11.1 All clubs should play League matches at a suitable venue within 15 miles radius of Exchange Square in Glasgow unless the home team can obtain agreement from visiting clubs. Such visiting clubs, declining to play outside the 15-mile radius or at an unsuitable venue must do so at the League Fixture Meeting.

11.2 League matches shall be played on weekdays (i.e., Monday – Friday) and on dates stated in the League Fixture List. A match date may be changed, but only in exceptional circumstances by mutual agreement between the clubs concerned and provided that the new date is approved by the League Controller.

11.3 Fixtures shall normally be arranged at the League Fixture Meeting. A minimum of one third ($\frac{1}{3}$) of each team's matches must be scheduled before 1st. January.

12. RULES FOR MATCHES

12.1 All matches shall be played in accordance with the Rules of Play currently in force.

12.2 The FIDE Laws of Chess shall apply, except where superseded by special rules of play described herein.

12.3 The following provision shall apply in all Glasgow Chess League team matches.

If a player's mobile phone rings in the playing venue during his/her game, then his/her opponent shall be awarded an extra two minutes thinking time. If the player's phone rings again in the playing venue during the same game, that player will then lose the game. His/her opponent will be awarded a win, regardless of the position on the board.

12.4 At the start of play any electronic device which enables access to chess data must be turned off. Failure to do so may result in a penalty extending as far as the loss of the game in question. Where a first offence will incur a penalty of an extra 2 minutes added to an opponent's thinking time; a second offence by the same player in the same match will result in that

player losing the game and their opponent will be awarded a win regardless of the position on the board.

13. COMPETITION MANAGEMENT and RESOLUTION OF DISPUTES

The Management Committee shall manage the League competitions and settle all disputes and questions arising therein. (See Disputes Procedures below).

RULES of PLAY

1. CONDITIONS OF PLAY

Unless agreed otherwise, a team match shall commence at a starting time nominated by the home team. All clocks shall be started at this time. The starting time must be between 7.15pm and 7.45pm. It shall be notified to the League Secretary at the start of the season, and be published with the Fixture List. There shall be no smoking in the Playing Room.

2. TEAM DECLARATION and PLAYING ORDER

- 2.1 The match captains (or their deputies) of opposing teams shall, five minutes before the commencement of the match, exchange lists of their players in descending order of playing strength.
- 2.2 Except for the provision laid down in Rule 4 (below), no rearrangement of playing order is permitted after team lists have been exchanged.
- 2.3 Any blatant infringement of this rule concerning order of playing strength shall be considered by the Management Committee and may incur penalties extending as far as the loss of two match points.
- 2.4 Where a team has been penalized under Rule 2.3, the Management Committee shall also determine the match result.

3. CHOICE OF COLOUR

After team lists have been exchanged, the match captains shall toss for choice of move at Board One: the move at the remaining boards shall alternate accordingly.

4. SUBSTITUTES

- 4.1 If a player has not arrived 30 minutes after the official starting time his/her game shall be lost by default unless, before expiry of this period, a substitute has been put into the team.
- 4.2 Any player so substituted is not eligible to play in the match in question.

5. CLOCKS AND RATE OF PLAY

- 5.1 It shall be obligatory to use clocks in all divisions.
- 5.2 The rate of play shall be all moves in 60 minutes plus 10 second increments per move (from move 1) in all divisions. Clubs will indicate their start and finishing time at the start of the season and games unfinished at the finishing time will stop and try to agree a result. If the clubs fail to agree then the position, indicating who is to move and indicating clock times, should be sent by both clubs, following the Disputes Procedure, to the League Controller who will decide the result. The playing session will be a minimum of 2 hours 30 minutes and a maximum of 2 hours 40 minutes.

6. NOTIFICATION OF MATCH RESULTS

- 6.1 The Division Controller must be notified of the result of a match by the match captain of each team within 7 days of the date on which it is played.

- 6.2 The notification must give the names of the players in BLOCK LETTERS with the scores achieved.
- 6.3 Defaulted games should be indicated by with a (D) in the result column.
- 6.4 Division Controllers are empowered to impose penalty match points should a team fail to report results within 28 days of the match, up to a maximum of one penalty match point for each four unreported game results.
- 6.5 In the event of a dispute, the procedures described in the DISPUTES PROCEDURE, must be followed.

7. RIGHTS OF MATCH CAPTAINS

A match captain is not permitted to intervene during play except he/she is authorised to:

- a) Resolve any problems that might occur during the match in conjunction with the opposing match captain.
- b) Call flag-fall if this occurs.
- c) Advise any of his players to make or accept the offer of a draw, but not claim a draw, provided he does so in the presence of the opposing match captain.

DISPUTES PROCEDURE

1. In the first instance, clubs should endeavour to resolve their disputes by negotiation between their nominated representatives and the Division Controller.
2. Failing agreement, each club must within 21 days of the dispute arising refer the dispute in writing, or by e-mail, to the Division Controller. The respective club secretaries will be notified in writing, or by e-mail, of the date when the dispute will be heard by a panel of the Management Committee. The panel may invite clubs to:
 - a) Present their case in writing, or by e-mail, and/or
 - b) Arrange for persons to appear before the panel to speak on matters relevant to the dispute.
3. The clubs involved will be notified in writing, or by e-mail, of the decision of the Management Committee.
4. A fee of £20.00 per team per position is applicable for all disputes. Where a fee is levied, the fee will be returned to the successful claimant and can be waived for both parties at the discretion of the Management Committee.
5. In disputes either of claims for wins or draws; if a position is submitted to the Mancom for consideration it must be signed by both teams as being accurate otherwise the Mancom will reject it and both teams will lose their fee.

GUIDELINES FOR TEAM CAPTAINS ON RULES OF PLAY

Rule 2 .1 states that players must be listed in descending order of playing strength.

This rule ensures that no team can gain an unfair advantage by listing players in some other order.

The Management Committee is empowered to impose sanctions on any team which blatantly infringes this rule. A blatant infringement is one which on the balance of probability, has a significant chance of changing the outcome of a match.

Captains are advised that “playing strength” is to be assessed at first instance by the “Live” Chess Scotland (CS) grade which is updated (usually every week) on the CS website. It is permitted to list players out of descending order by a maximum of 50 CS Live grading points. In cases of doubt, the team captain may ask guidance from the League Controller in advance of the match. Where the playing order appears (on the evidence of Live grades) to deviate from that expected, the team captain should provide some sort of explanation to the opposing team captain before the start of a match and to the controller when submitting the match result.

There has been some debate about the following rule

8.2 A player may play a total of three times in divisions higher than the lowest in which they have played. A player is not tied to the division in which they first play.

The crucial part of this rule is “in which they **have** played”. The assumption is that if a club has teams in more than one division that they would normally play in the lower division first. The rule allows them to play in a higher division first as long as they play in the lower division as soon as possible and this would be expected to be early in the season. This allows them to schedule a higher division match before the lower division match without transgression of the rule. Teams should ensure that a player is marked as a substitute but they should ideally only have played 1 game in the higher team before playing in the lower team. We do not want the rule to be too proscriptive but clubs in any doubt should contact the Secretary and/or League Controller for clarification as far in advance of any match as possible.