

# **GLASGOW CHESS LEAGUE**

## **Constitution & Rules of Play (2018–2019)**

### **Constitution**

### **Rules for League Competitions**

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### **League Roll of Champions**

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### **Rapid-play League Winners Divisions 1 and 2**

### **AK Miller Cup Winners**

### **Most prolific League and Division Champions**

### **Divisions 1:2:3:4:5:6:7**

## **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.

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### **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 or Rapidplay 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 or a Rapidplay 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.

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## **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.

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### **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 There shall be no more than thirteen teams in each section of the lowest division.

All divisions above 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 the number of teams in the lowest division exceeds 14 then an extra division may be created.

- a) If the number of teams in the lowest division is less than 5 then the lowest division will be combined with the nearest higher division, which may then be divided into sections.
- b) When the lowest division contains:  
6 or 7 teams, then each team will play each other team within that division twice on a home and away basis.
- c) 8, 9, 10 or 11 teams then each team will play each other team within that division once on a home or away basis.
- d) 12 teams then the division will be split into 2 sections each containing 6 teams.  
Each team will play each other team within their respective section twice on a home and away basis.
- e) 13 teams then the division will be split into 2 sections of 6 and 7 teams.  
Each team will play each other team within their respective section twice on a home and away basis.
- f) 14 teams then the division will be split into 2 sections each containing 7 teams.  
Each team will play each other team within their respective section twice on a home and away basis.

g) When 15 teams are reached then 2 divisions shall be created:

A division containing 9 teams: and a new bottom division containing 6 teams.

In the 9 team division each team will play each other team within that division once on a home or away basis.

In the 6 team division each team will play each other team within that division twice on a home and away basis.

- 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 Seconded 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 on page 10).

## **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 75 minutes in all divisions.
- 5.3 The player on the move may claim a draw when they have less than 2 minutes left on their clock by stopping the clock before their flag falls. This concludes the game. To ensure a player is not merely resigning it is advisable that a player should also inform their opponent that they are claiming a draw.

A player may claim on the basis:

- 1) That their opponent cannot win by normal means, and/or
- 2) That their opponent has been making no effort to win by normal means.

In 1) the player must write down the final position and their opponent verify it.

In 2) the player must write down the final position and submit an up to date scoresheet.

The opponent shall verify both the scoresheet and the final position.

The claim must then be sent to the Management Committee via the League Controller.

All claims must also be accompanied by the £20 fee from both sides.

### **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 (page 9), must be followed.

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## **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 disputed draw claims. The Management Committee may, at its discretion, levy a fee of £20.00 on one or both parties in any other dispute. Where a fee is levied, the fee will be returned to the successful claimant.
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 page 8 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.

Team captains should be aware that “playing strength” is not always synonymous with “published grade”. Team captains must take reasonable care to assess a player’s strength before they are included in a team. Clearly, a team’s playing order may change during a season. Common sense should be the order of the day.

In cases of doubt, the team captain may ask guidance from the League Controller. Where the playing order appears (on the evidence of published 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.

## **RAPID-PLAY LEAGUE**

These matches normally take place in a central venue: Please bring 2 sets, 2 clocks and 2 boards for each team.

1. The Rapid-play League is a team event.
2. Each team will have four players.
3. Teams will be assigned to divisions.
4. FIDE Rapid-play rules will apply.
5. The time control will be 15minutes/player. After playing one game, the colours are reversed and the clocks restarted for another game.
6. No player shall play for more than one club.
7. The players shall play in grading order.
8. Team promotions/relegations etc., shall be based on game points.
9. The Bond Fee will be applicable to this tournament, should a team default a Rapid-play League match for any reason. The Management Committee will have final discretion over the application of this rule.

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## **RAPID-PLAY RULES**

### **FIDE Appendix A Rapidplay**

- A1 A “Rapidplay” game is one where either all the moves must be completed in a fixed time of more than 10 minutes but less than 60 minutes for each player; or the time allotted plus 60 times any increment is of more than 10 minutes but less than 60 minutes for each player.
- A2. Players do not need to record the moves.
- A3. The Competition Rules shall apply if
- a. one arbiter supervises at most three games and
  - b. each game is recorded by the arbiter or his assistant and, if possible, by electronic means.
- A4. Otherwise the following apply:
- a. From the initial position, once ten moves have been completed by each player,
    - (1) no change can be made to the clock setting unless the schedule of the event would be adversely affected.
    - (2) no claim can be made regarding incorrect set-up or orientation of the chessboard.  
In case of incorrect king placement, castling is not allowed. In case of incorrect rook placement, castling with this rook is not allowed.
  - b. An illegal move is completed once the player has pressed his clock. If the arbiter observes this he shall declare the game lost by the player, provided the opponent has not made his next move. If the arbiter does not intervene, the opponent is entitled to claim a win, provided the opponent has not made his next move. However, the game is drawn if the opponent cannot checkmate the player’s king by any possible series of legal moves. If the position does not claim and the arbiter does not intervene, the illegal move shall stand and the game shall continue. Once the opponent has made his next move, an illegal move cannot be corrected unless this is agreed by the players without intervention of the arbiter.
  - c. To claim a win on time, the claimant must stop the chessclock and notify the arbiter. For the claim to be successful, the claimant must have time remaining on his own clock after the chessclock has been stopped. 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.

- d. If the arbiter observes both kings are in check, or a pawn on the rank furthest from its starting position, he shall wait until the next move is completed. Then, if the illegal position is still on the board, he shall declare the game drawn.

A5 The Rules for a competition shall specify whether Article A3 or Article A4 shall apply for the entire event.

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**SUPPLEMENTARY RULES and GUIDELINES Etc.**  
**QUICK-PLAY RULES (FIDE Appendix G. Quickplay Finishes)**

- G1. A quickplay finish is the phase of a game, when all the remaining moves must be completed in a finite time.
- G2 Before the start of an event it shall be announced whether this appendix shall apply or not.
- G3 This appendix shall only apply to standard play and rapidplay games without increment and not to blitz games.
- G4 Not applicable.
- G5 Not applicable.
- G6 The following shall apply when the competition is not supervised by an arbiter:
  - 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.
  - 1. The player on the move may claim a draw when they have less than two minutes left on their clock by stopping the clock before their flag falls.  
This concludes the game. To ensure a player is not merely resigning it is advisable that a player should also inform their opponent that they are in fact claiming a draw.  
A player may claim on the basis;
    - a) That their opponent cannot win by normal means, or,
    - b) That their opponent has been making no effort to win by normal means.In (a) the player must write down the final position and the opponent verify it.  
In (b) the player must write down the final position and submit an up to date score sheet which must be completed before play has ceased. The opponent shall verify both the score sheet and the final position.
  - 2. The team captains shall attempt to agree the outcome of the game, however players involved should be given an opportunity to verbally demonstrate their knowledge in that they know how to draw the position. Failing agreement, the claim shall be referred, by both clubs, to the Management Committee (via the League Controller) whose decision shall be final (see DISPUTES PROCEDURE page 9).  
In addition to the usual details, the following information must be provided:
    - (a) clock times, and (b) whether White or Black has the move.
  - 3. If both flags have fallen and it is impossible to establish which flag fell first, the game is drawn.

**Glasgow League**

1908-09 Queens Park  
 1909-10 Glasgow  
 1910-11 Glasgow  
 1911-12 Athenaeum  
 1912-13 Central  
 1913-14 Central  
 1914-15 Glasgow  
 1915-19 NO CONTEST  
 1919-20 Central  
 1920-21 Central  
 1921-22 Glasgow  
 1922-23 Glasgow  
 1923-24 Central  
 1924-25 Central  
 1925-26 Central  
 1926-27 Central  
 1927-28 Jewish  
 1928-29 Central  
 1929-30 Queens Park  
 1930-31 Bohemians  
 1931-32 Bohemians  
 1932-33 Glasgow  
 1933-34 Bohemians  
 1934-35 Glasgow  
 1935-36 Glasgow  
 1936-37 Bohemians  
 1937-38 Polytechnic  
 1938-39 Polytechnic  
 1939-45 NO CONTEST  
 1945-46 Glasgow  
 1946-47 Bohemians  
 1947-48 Polytechnic  
 1948-49 Glasgow  
 1949-50 Bohemians

**Roll of Champions**

1950-51 Yarrows  
 1951-52 Polytechnic  
 1952-53 Jewish  
 1953-54 Polytechnic  
 1954-55 Central  
 1955-56 Polytechnic  
 1956-57 Polytechnic  
 1957-58 Central  
 1958-59 College  
 1959-60 Polytechnic  
 1960-61 College  
 1961-62 University  
 1962-63 University  
 1963-64 Griffin  
 1964-65 Polytechnic  
 1965-66 Polytechnic  
 1966-67 Polytechnic  
 1967-68 Cathcart  
 1968-69 University  
 1969-70 Cathcart  
 1970-71 University  
 1971-72 Polytechnic  
 1972-73 University  
 1973-74 Giffnock  
 1974-75 Glasgow  
 1975-76 Glasgow

1976-77 Polytechnic  
 1977-78 Glasgow  
 1978-79 Cathcart  
 1979-80 Glasgow  
 1980-81 Strathclyde Uni  
 1981-82 Glasgow  
 1982-83 Polytechnic  
 1983-84 Castlemilk

**1908 onwards**

1984-85 Shettleston  
 1985-86 Cathcart  
 1986-87 Polytechnic  
 1987-88 Polytechnic  
 1988-89 Polytechnic  
 1989-90 Crowwood  
 1990-91 Polytechnic  
 1991-92 Paisley YMCA  
 1992-93 Shettleston  
 1993-94 Shettleston  
 1994-95 Polytechnic  
 1995-96 Crowwood  
 1996-97 Crowwood  
 1997-98 Polytechnic  
 1998-99 Shettleston  
 1999-00 Cathcart  
 2000-01 Shettleston  
 2001-02 Polytechnic

2002-03 Cathcart  
2003-04 Shettleston  
2004-05 Hamilton  
2005-06 Cathcart  
2006-07 Cathcart  
2007-08 Hamilton  
2008-09 Hamilton  
2009-10 Bearsden  
2010-11 Shettleston  
2011-12 Bearsden  
2012-13 Hamilton  
2013-14 Hamilton  
2014-15 Paisley  
2015-16 Hamilton  
2016-17 Paisley

1929-30 Bohemians  
1930-31 Bohemians  
1931-32 Queens Park  
1932-33 Bridgeton  
1933-34 Bohemians  
1934-35 Bridgeton  
1935-36 Bohemians  
1936-37 Glasgow Ladies  
1937-38 Glasgow bankers  
1938-39 Polytechnic  
1939-45 NO CONTEST  
1945-46 Glasgow  
1946-47 Glasgow  
1947-48 Glasgow  
1948-49 Yarrow  
1949-50 Glasgow

1968-69 Anchor  
1969-70 Wolfson Hall  
1970-71 Giffnock  
1971-72 Anchor  
1972-73 Shettleston  
1973-74 Cathcart  
1974-75 East Kilbride  
1975-76 Shettleston  
1976-77 Polytechnic  
1977-78 Glasgow  
1978-79 Ciba Geigy  
1979-80 Castlemilk  
1980-81 Polytechnic  
1981-82 Giffnock  
1982-83 Ciba Geigy  
1983-84 Castlemilk

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### Division 2 Champions

1908-09 Burns  
1909-10 Central  
1910-11 Arlington  
1911-12 Arlington  
1912-13 University  
1913-14 Central  
1914-15 Bearsden  
1915-19 NO CONTEST  
1919-20 Central  
1920-21 Central  
1921-22 Polytechnic  
1922-23 Motherwell  
1923-24 Central  
1924-25 Cambuslang  
1925-26 Bearsden  
1926-27 Bohemians  
1927-28 Motherwell  
1928-29 Clydebank

1950-51 Bridgeton  
1951-52 Polytechnic  
1952-53 Glasgow  
1953-54 Glasgow  
1954-55 University  
1955-56 St. Mungo  
1956-57 University  
1957-58 Pressed Steel  
1958-59 Cathcart  
1959-60 Falkirk  
1960-61 Hillhead FP  
1961-62 Polytechnic  
1962-63 Glasgow  
1963-64 Clackmannan  
1964-65 Pressed Steel  
1965-66 Howden  
1966-67 Stirling  
1967-68 Hillhead FP

1984-85 Bearsden  
1985-86 Cumbernauld  
1986-87 Giffnock  
1987-88 Pearce Institute  
1988-89 Paisley YMCA  
1989-90 East Kilbride  
1990-91 Bearsden  
1991-92 Holy Cross  
1992-93 Bearsden  
1993-94 Buddies Bar  
1994-95 East Kilbride  
1995-96 Bearsden  
1996-97 Crowwood  
1997-98 Cathcart  
1998-99 Cathcart  
1999-00 Cambuslang  
2000-01 Holy Cross  
2001-02 Glasgow Montrose

2002-03 Phones  
 2003-04 Crowwood  
 2004-05 Hamilton  
 2005-06 Giffnock  
 2006-07 East Kilbride  
 2007-08 Phones  
 2008-09 Dalmuir  
 2009-10 Polytechnic

2010-11 East Kilbride  
 2011-12 Giffnock  
 2012-13 Glasgow Montrose  
 2013-14 East Kilbride  
 2014-15 Cumbernauld  
 2015-16 Inverclyde  
 2016-17 Bellshill

**Rapid-play League Winners**

1991 Shettleston  
 1992 Shettleston  
 1993 Polytechnic

**DIVISION 1**

2014 – 2015 Cathcart  
 2013 – 2014 Cathcart  
 2012 – 2013 Cathcart  
 2011 – 2012 Cathcart  
 2010 – 2011 Cathcart  
 2009 – 2010 Cathcart  
 2008 – 2009 No Contest  
 2007 – 2008 Cathcart  
 2006 – 2007 Hamilton  
 2005 – 2006 Hamilton  
 2004 – 2005 Hamilton  
 2003 – 2004 Hamilton  
 2002 – 2003 Glasgow Polytechnic  
 2001 – 2002 Shettleston  
 2000 – 2001 Shettleston

**DIVISION 2**

2014 – 2015 No Contest  
 2013 – 2014 No Contest  
 2012 – 2013 East Kilbride “B”  
 2011 – 2012 Giffnock  
 2010 – 2011 Glasgow Polytechnic  
 2009 – 2010 Dalmuir  
 2008 – 2009 No Contest  
 2007 – 2008 No Contest  
 2006 – 2007 No Contest  
 2005 – 2006 East Kilbride “B”  
 2004 – 2005 Giffnock  
 2003 – 2004 Bearsden  
 2002 – 2003 East Kilbride “A”  
 2001 – 2002 Dalmuir  
 2000 – 2001 No Contest

**AK Miller Cup Winners**

1978 Howden  
 1979 Howden  
 1980 Shettleston  
 1981 Giffnock  
 1982 Glasgow Montrose  
 1983 Shettleston  
 1984 Shettleston  
 1985 Dumbarton  
 1986 Glasgow  
 1987 Shettleston  
 1988 Polytechnic  
 1989 Shettleston  
 1990 Shettleston

1994 Polytechnic  
 1995 Shettleston  
 1996 Polytechnic  
 1997 Shettleston  
 1998 Shettleston

1999 Shettleston  
2000 Shettleston  
2001 Polytechnic  
2002 East Kilbride  
2003 Shettleston  
2004 Hamilton  
2005 Hamilton  
2006 Hamilton

2007 Hamilton  
2010 Hamilton  
2011 Discontinued

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## **MOST PROLIFIC LEAGUE and DIVISION CHAMPIONS**

### **Division One**

- 21 Polytechnic
- 15 Glasgow
- 11 Central
- 8 Cathcart
- 7 Shettleston
- 6 Bohemians, Hamilton
- 5 University
- 3 Crowwood, Paisley
- 2 Bearsden, College, Jewish, Queens Park
- 1 Athenaeum, Castlemilk, Giffnock, YMCA, Strathclyde University, Yarrows

### **Division Two**

- 8 Glasgow
- 7 Polytechnic
- 6 Bearsden, East Kilbride
- 5 Bohemians, Central, Giffnock
- 4 Cathcart
- 3 Bridgeton, University
- 2 Anchor, Arlington, Cambuslang, Castlemilk, Cathcart, Ciba Geigy, Cumbernauld, Glasgow Montrose, Hillhead FP, Holy Cross, Motherwell, Phones, Pressed Steel, Shettleston
- 1 Bellshill, Buddies Bar, Burns, Clackmannan, Clydebank, Crowwood, Dalmuir, Falkirk, Glasgow Bankers, Glasgow Ladies, Hamilton, Howden, Inverclyde, Paisley YMCA, Pearce Institute, Queens Park, Stirling, St. Mungo, Wolfson Hall, Yarrows.

### **Division Three**

- 4 Bellshill, Hamilton (Holy Cross), East Kilbride
- 3 Giffnock, Inverclyde.
- 2 Airdrie, Castlemilk, Crowwood, Cumbernauld, Dalmuir, Glasgow Montrose, Phones, Shettleston
- 1 Anchor, Bishopbriggs, Buddies Bar, Cambuslang, Cathcart, Duntocher, Griffin TC, Johnstone, Knightswood, Monklands, Paisley, Polytechnic, Renfrew, Shettleston, Strathclyde Uni, Wolfson.

### **Division Four**

- 4 Bellshill, Bishopbriggs, Crowwood, Hamilton.
- 3 East Kilbride, Paisley.
- 2 Babcock, Cathcart, Glasgow Montrose, Knightswood, Maryhill Trades Council.
- 1 Airdrie, Battlefield, Bearsden, Bothwell, Buddies Bar, Castlemilk, Kirkintilloch, Maccabi, Phones, Polytechnic, Renfrew, Shettleston, Strathclyde University, University.

### **Division Five**

- 3 Glasgow Montrose.
- 2 Airdrie, Battlefield, Bearsden, Bellshill, Bishopbriggs, Buddies Bar, Cambuslang, Carluke, Castlemilk, Cathcart, Concord, Duntocher, East Kilbride, Garnethill, Giffnock, Holy Cross,

Johnstone, Kirkintilloch, Shettleston, Phones.

- 1 Knight Moves, Maccabi, Maryhill, Netherton, Paisley, University.

### **Division Six**

3 Holy Cross

2 Buddies Bar, Castlemilk, Glasgow Montrose.

- 1 Airdrie, Anchor, Bearsden, Bothwell, Cambuslang, Cathcart, Concord, Crowwood, DnA, Giffnock, Glasgow, Maryhill, Rankin Park, Strathclyde University, Toryglen, University.

### **Division Seven**

2 Holy Cross.

- 1 Babcock, Battlefield, Bellshill, Bothwell, Buddies Bar, Concord, Dalmuir, Strathclyde University, University.