

SHROPSHIRE CHESS ASSOCIATION: RAPIDPLAY LEAGUE RULES

PART ONE

This competition shall be governed in accordance with the competition rules of the Shropshire Chess Association – available [here](#).

PART TWO

GENERAL

1. All games shall be played according to the FIDE laws of chess as published in ' [The Official Laws of Chess' updated by FIDE on 1 January 2023](#) with the following exception:

a) A player may leave their mobile phone turned on and won't be penalised if it makes a noise if they have good reason (including medical conditions) and their opponent is informed of this reason at the start of play.

2. No player shall act as or exercise the powers of an arbiter. Any player may stop their clock to clarify a Shropshire league rule or a FIDE law of chess with any appropriate person present during the match. Any unresolved disputes arising from the interpretation or application of the laws of chess or the league rules shall be resolved by the League Controller. Captains may appeal against the League Controller's decision by submitting an appeal in writing to the General Secretary within 14 days. The matter shall then be referred to a Rules and Disputes Committee which will be formed of independent members. The League Controller may be invited to attend and to give advice but shall not be able to vote. The Committee's decision shall be final.

DIVISION STRUCTURE

3. There shall be two divisions with no relegation or promotion.

4. Division 1 shall be an open division with no rating restriction.

5. Division 2 shall be rating restricted. Only players rated 1640 or below may play in Division 2. This rating shall be determined by the August rapidplay rating list published at the start of the season. Where a player does not have a rapidplay rating their August standardplay rating shall be used instead.

6. In division 2, if a player rated above 1640 plays a match their board shall be defaulted and the team shall be penalised one match point per each set of fixtures a breach occurs.

7. The League Controller shall have discretion to specify the number of times each team will play each other team in a division and how many teams or matches are played on a match night. If there are too many or too few teams the league controller shall have discretion (after due consultation with all captains) to merge the division or create additional divisions. Every team shall play every other team an equal number of times.

8. The league controller shall publish a fixture list on the Shropshire website at the start of the season. Each team shall be offered to host matches at their venue at least once a season. The league controller shall use his best endeavours to avoid clashes with the standardplay league fixtures.

UNRATED PLAYERS

9. For the purposes of rule 5, rule 6 and rule 19:

a) If a player has no rapidplay or standardplay rating but had a rating in the previous ten years, that last known rating shall be used provisionally until a new rating is obtained.

b) If the player has no rating history or only a provisional "P" rating they shall have maximum flexibility subject to the league controller's approval.

c) Once an unrated player obtains a "K" or "A" rating then that player shall use either the latest rating list published on the ECF rating database as at the date of the match or, if/when that player obtains an August "K" or "A" rating, the published August rating at the start of the season.

NOMINATED PLAYERS

10. At the start of the season each club shall nominate three players to each team other than their lowest team in the lowest division.

11. Players nominated to a higher team cannot play for a lower team. If this rule is breached:

a) all games played by that player shall be scored as defaults

b) the team shall be penalised one match point per set of fixtures a breach occurs.

12. Nominated players shall play for their team at least six games in a season. If this rule is breached the team shall be penalised three match points.

13. If a team is unable to comply with rule 12 on account of unforeseen circumstances (e.g. the player moving away from the area), the League Controller shall have discretion to accept an alternative nominated player for the remainder of the season. The alternative nominated player shall be expected to play the balance of games not played by the original nominated player. Any appearances of the new nominated player for a

lower team prior to acceptance by the League Controller shall be disregarded from the point of view of rule breaches specified in rule 11.

14. A member of a club shall only be nominated for one rapidplay team for that club. If a player is a member of more than one club, he/she shall only play for one club within a division.

15. Two different clubs may combine their players to form a squad for the rapidplay league subject to the approval of the league controller. The clubs shall notify the league controller prior to the start of the season.

MATCH DETAILS

16. A team shall consist of four players

17. The 'Away' team shall have White on boards 1 and 3.

18. The default time control shall be all moves in 20 minutes. If both captains agree the time control may be amended to all moves in 10 minutes plus 10 seconds' increment.

19. Players shall be arranged in order of playing strength except that players whose rapidplay rating differs by no more than 75 points shall be regarded as interchangeable for the purposes of this rule. To determine whether two players are interchangeable the captain shall use the latest ECF rapidplay rating list published on the ECF rating database as at the date of the match. Where a player does not have a rapidplay rating their standardplay rating shall be used instead. Where this rule is breached:

- a) the higher rated player playing out of order shall be deemed to have lost by default,
- b) the minimum number of players shall be defaulted in order to achieve an acceptable playing order,
- c) the team shall be penalised one match point.

20. Before the start of each match captains shall exchange lists of players in board order. If a captain knows before start of play that the team will be incomplete, the remaining players shall be declared in board order, and defaults shall take place on the bottom board(s).

21. Matches shall be played on the appointed date unless another date is previously agreed by the League Controller.

22. If a team fails to field at least half the number of boards (they only field 1 player on the night), the team shall be penalised 1 match point for each match defaulted (potentially 3 points in an evening). No warnings will be given.

23. All games shall be submitted for rapidplay rating.

START OF PLAY

24. Matches shall start at 7.30 pm.

25. There is no default time. A player shall be defaulted when they run out of time on their clock. If both players default that board is declared void.

26. Another player may be substituted for an absent player at any time before the first move is made by that team on that board. If such substitution breaches rule 19 (playing order), it shall be subject to the agreement of the opposing captain.

RESULTS

27. Results shall be submitted via the online web scorecard within eight days of the match date. It shall be the responsibility of the host team captain to ensure all results are submitted although anyone may submit a result for their team. If no result is notified within eight days, the League Controller shall issue a warning to the host team. Subsequent breaches in the same season may result in a one match point penalty.

28. Two points shall be awarded for a match win, one point for a drawn match, zero points for a lost match.

29. The highest placed team shall be awarded the division trophy for one year. If at the end of the season two or more teams are tied, the team with the higher number of game points shall be adjudged the higher team. If there is still a tie then the team with the higher head-to-head board count shall be adjudged the higher team. If there is still a tie a play-off match, or matches, shall be organised by the league controller. If the play-off ends in a drawn match, then board count shall be used to decide the winner. If all four games end in draws, then the team with black on board 1 shall be named the winner. To decide colours the two team captains shall conduct a coin toss on the night of the match.

PENALTY DISCRETION

30. In exceptional circumstances the League Controller may waive penalties, providing the club/team writes to the League Controller with a full explanation of the facts.