

11(cont)

e) If the match is drawn, the following tie-break procedure(s) shall be applied, in order:

i) The Board Count method: Each team shall add together the numbers of the boards at which it won games. The team with the lowest total shall win,

and if there is still a tie:

ii) The Elimination Rule: Games shall be eliminated from the match from the bottom board upwards until the respective team scores become unequal. The team then with the higher total of game points shall be the winner

iii) If it is still drawn the team with black on board 1 will win.

12. CHESS LAWS

All matches shall be played in accordance with the rules laid down in the authorised edition of the laws of chess published by the International Chess Federation and the tournament rules of the English Chess Federation unless otherwise provided by these rules. No persons should act in a way to disturb the players during a game.

13. USE OF CLOCKS

1. The use of clocks shall be compulsory, and the time limits shall be one of the following options:

(1) 30 moves in the first 75 minutes, followed by a 15-minute quickplay finish.

OR

(2) if both teams agree before the start of the match, 36 moves in 75 minutes, followed by 28 moves in the next 60 minutes, followed by a 15-minute quickplay finish.

OR

(3) if both teams agree before the start of the match, and sufficient digital clocks are available, all moves in 75 minutes with an increment of ten seconds for each move made.

2. In matches played to the time limit in 13.1(2), both captains may agree to change the first time period from 36 moves in 75 minutes to 42 moves in 90 minutes.

14. QUICKPLAY FINISHES (Claiming a draw in the last 2 minutes; no arbiter present; no flag fallen.)

a) When a draw is claimed by a player on the basis that his opponent A) cannot win by normal means or B) has been making no effort to win by normal means, he must immediately stop the clock. This concludes the game.

b) If his opponent disagrees with the claim, the final agreed position shall be copied on the adjudication diagram provided by the league, which must be completed in full. In case B) also, the score sheet must have been completed before play ceases. The basis of the claim shall be clearly stated on the diagram and the diagram shall be headed: Position occurring in the last 2 minutes of a Quickplay Finish.

c) Claims shall be made by each player separately. These claims shall be sent for adjudication to, and be handled by, the records secretary in complete accordance with Rule 9. ADJUDICATIONS, parts b), d), e), and f) only. For this purpose, in case B) only, 'position' shall be taken to include the scoresheet.

15. CONDUCT OF PLAYERS

a) Smoking will be banned both at the board and in the immediate playing area. Each club must define its 'playing area' and home team captains must inform visiting teams of its boundaries.

b) Mobile phones must be turned off during play. If a player's phone rings, he should be asked to switch it off and a warning given. If it rings again the player automatically loses the game.