

#### 10. CHAMPIONS, PROMOTION, RELEGATION and WITHDRAWAL

- a) For each division the title of Champion and the positions of i) runners-up and ii) lowest two teams, shall be decided by the total match points for the season. The winner of Division 1 shall be known as League Champions.
- b) If any team retires during the season from any division, its results shall be ignored in calculating the final positions for that division if less than half of its fixtures have been played. If half or more of its fixtures have been played, its unplayed fixtures shall be scored as won by default by its opponent(s).
- c) In the event of a tie on match points for any of these positions, the team which has defaulted no matches, or the least, shall be declared the higher.
- d) If there is still a tie, the Records Secretary will inform teams that a Play-off match is necessary to break the tie.
- e) The Champions shall be, and the runners-up of each division shall have the right to be, promoted to the next higher division for the following season. The two lowest teams in each division at the end of the season will be relegated to the next lower division for the following season.
- f) Any other promotions or relegations for the purpose of adjusting the numbers in each division, can only be made with the consent of the clubs concerned.
- g) Should any club withdraw a team from the league, that team shall be the one in the lowest division. When taking into account promotion and relegation the team dropped out shall count as one of the relegated teams.

#### 11. PLAY-OFF MATCHES

- a) The Record Secretary will arrange the time, date, and venue for the match; and notify teams not less than two weeks in advance
- b) These matches shall be regarded as part of the playing season and only bona fide players for their respective teams will be allowed to play in them. Any player of the club who has been tied to another team during the playing season will NOT be eligible to take part in the play-off.
- c) Clocks shall be started at the time fixed for the commencement of play. The time limit will comply with Rule 13.**
- d) A match referee, appointed by the Records Secretary, will be present and act as arbiter. His/her decision will be final.
- 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

**The use of clocks shall be compulsory, and the time limits in all WDCL competitions shall be one of the following options: (the default rate of play will be option (1)):**

- (1) All moves in 80 minutes with 10 seconds per move added throughout (incremental) if sufficient digital clocks are available.**
- (2) All moves in 90 minutes.**