

14. QUICKPLAY FINISHES Claiming a draw in the last 2 minutes when using Rule 13(2); (no arbiter present; no flag fallen). This rule does not apply when incremental time control, Rule 13(1), is being used. No claim for a draw in the last 2 minutes is allowed when using an incremental time control.

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 must be copied on an adjudication diagram or score sheet by each player separately. In case B), 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 to, and be handled by, the records secretary. Claims must arrive within seven days of the match, otherwise the other side receives their "claim". Should neither sides position not arrive within SEVEN days, BOTH shall lose.

d) In all cases of positions sent for a ruling, no money shall be sent with the positions. A claim will be made at the end of the season by the treasurer for all outstanding monies. A fee £4 is payable by the side whose claim fails.

e) The Records Secretary shall inform each concerned club's secretary of the results in writing.

f) Either club may appeal the ruling in writing within SEVEN days of the decision, enclosing a deposit of £10.00 to be returned if the appeal succeeds. If based on the chess position, grounds for appeal should include chess analysis. The Records Secretary must inform the opposing club an appeal has been made. Appeals shall be decided by a county adjudicator whose decision shall be final.

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.