

WOLVERHAMPTON & DISTRICT CHESS LEAGUE

(Founded 1945)

2022-2023

OFFICERS

* PRESIDENT	Dave Hodkinson
* DEPUTY PRESIDENT	Chris Lewis christopher.d.lewis44@gmail.com
* SECRETARY	David Fone david.w.fone@gmail.com
* TREASURER	John Fryer
* RECORDS SECRETARY	Paul Sharratt records@wdclchess.org.uk
* TOURNAMENT SEC.	Chris Cox
* LEAD SAFEGUARDING	Cath Hiley

The **EXECUTIVE COMMITTEE** comprises Officers marked *, and has co-optive powers.
The **RULES & DISPUTES SUB-COMMITTEE** comprises members of the Executive Committee and these three elected members:- A.Leadbetter; A McCumiskey; M Biddle

OTHER OFFICIALS

ECF REP	Paul Sharratt
WEBMASTER	Andrew McCumiskey webmasters@wdclchess.org.uk
GRADING OFFICER	Matt Carr

AUDITOR	Michael Share

HONOURS 2021-22 SEASON

LEAGUE CHAMPIONS	West Bromwich
PITAWAY CUP	Mercia Div 2
HUMPHREYS TROPHY	Lichfield
DIVISION 2	Stourbridge
DIVISION 3	St George's
DIVISION 4	No competition
ROCK CUP	No competition
BIDGOOD TROPHY	No Competition

WOLVERHAMPTON & DISTRICT CHESS LEAGUE **CONSTITUTION**

1. TITLE

The league shall be called 'The Wolverhampton and District Chess League'. This league is now affiliated to the Staffordshire Chess Association.

2. OBJECT

The object of the league shall be to arrange Chess Championship Contests among the clubs associated and generally to promote the interests of chess within the district.

3. OFFICERS

a) The officers of the league shall consist of: -

- A) A President
- B) A Deputy President
- C) A Secretary
- D) A Records Secretary
- E) A Tournament Secretary
- F) A Treasurer
- G) A Lead for Safeguarding

b) The President shall be elected at the A.G.M. and shall hold office for a term of two years. He shall not be eligible for immediate re-election. The Deputy President shall also be elected at the A.G.M for a term of two years.

c) All the other officers shall be elected annually at the A.G.M. and shall be eligible for re-election.

d) An Auditor shall be appointed at the A.G.M.

e) All officers shall comprise the Executive Committee of the league, which committee shall have power to co-opt, and shall meet as often as necessary to carry on the business of the league.

4. AREA

All clubs within a radius of 20 miles of Queen Square, Wolverhampton shall, subject to a consent of the A.G.M., be eligible for association.

5. ENGLISH CHESS FEDERATION (ECF)

The league is a Member Organisation (MO) of the ECF and has entered into a Membership Agreement with it, requiring the WDCL to encourage its players to become ECF Direct Members

6. LEAGUE FEES

Changes to fees shall be determined at the A.G.M. They shall include in addition the residual ECF game fees and any adjudication fees for each club from the previous season.

7. SUB-COMMITTEES

a) The A.G.M. shall have power to constitute sub committees to fulfil particular tasks. The members of the sub-committee shall be elected, except as hereinafter provided, and shall be eligible for re-election. The sub-committee shall have power to co-opt. If any sub-committee holds any funds, details thereof shall be supplied to the treasurer for inclusion in the statement of accounts presented to the A.G.M.

b) The A.G.M. shall constitute a Rules and Disputes Sub-committee. This committee shall comprise the members of the executive ex-officio and three other members who shall be elected at the A.G.M.

c) The functions of the Rules and Disputes committee shall be to make recommendations to the A.G.M. on any proposed alteration of this constitution or the competition rules and to deal with disputes arising as hereinafter provided.

d) If a dispute arises either out of a league match, a team competition match or an individual competition match, any party feeling aggrieved (hereinafter called 'The Appellant') may appeal to the sub-committee to resolve the dispute.

- e) The appellant shall within seven days of the dispute arising (which period may be extended in appropriate cases by the sub-committee at the hearing of the dispute) give notice of the full particulars of the dispute to the league secretary and shall send copies of such notice to the following parties:
 - i) In the case of a dispute arising out of a league match to the records secretary and the secretary of the opposing club.
 - ii) In the case of a dispute arising out of an individual competition match to the tournament secretary and his opponent.
 - iii) In the case of a dispute arising out of a team competition match, to the tournament secretary and the secretary of the opposing club.
- f) The league secretary shall, as soon as is reasonably convenient after receipt of the appellant's notice, convene a meeting of the sub-committee to hear the dispute and shall give not less than seven days' notice of the meeting to the appellant and the parties to whom the appellant should have sent copies of his notice in accordance with paragraph 7(e) hereof. The failure of the parties to attend the meeting shall not affect the power of the sub-committee to decide the dispute.
- g) Subject to the right of the parties to the dispute to object to the composition of the sub-committee, the composition thereof shall be settled by the league secretary in the following manner: -
 - i) The sub-committee shall comprise an odd number of which a quorum shall be three.
 - ii) The members of the sub-committee shall not have an interest in the dispute, without prejudice to the generality of the foregoing an interest shall be deemed to include membership of the club involved or being records secretary if the dispute arises out of a league match or being tournament secretary if the dispute arises out of an individual competition match.
- h) The procedure at the meeting of the sub-committee shall be as follows: -
 - i) The records secretary, if the dispute arises out of a league match, or the tournament secretary, if the dispute arises out of an individual competition match, shall report on all matters within his knowledge affecting the dispute.
 - ii) The appellant shall present his/her case.
 - iii) The other party to the dispute shall present his/her case.
 - iv) The appellant shall have a right of reply.
 - v) The sub-committee shall consider the appeal in private and shall deliver its decision either verbally or in writing at a time to be appointed by it.
- i) The dispute shall be decided 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 for in this constitution and the competition rules.
- j) There shall be no appeal from the decision of the sub-committee on issues of fact, but with the consent of the sub-committee an appeal may be made to the English Chess Federation (and thence to the International Chess Federation) upon a question involving the laws of chess, provided that the appellant to the English Chess Federation shall furnish the English Chess Federation with a statement of the facts prepared by the sub-committee.

8. ANNUAL GENERAL MEETING

- a) The A.G.M. of the league shall be held during the month of May unless it is not possible to present all the facts, in such case the A.G.M. will be held as soon as these are available.
- b) The league secretary shall give not less than twenty eight days notice thereof to the officers of the league, the members of the sub-committees of the league and the secretaries of the associated clubs.
- c) At the A.G.M. the secretaries of the league and the sub-committees of the league shall present their reports and the treasurer shall present a statement of accounts.
- d) All players registered in accordance with the competition rules shall be entitled to attend the A.G.M. or a special meeting and to speak and vote upon all issues save as hereinafter expressly provided.
- e) No proxy votes shall be allowed at either the A.G.M. or a special meeting.

9. ALTERATION TO THE LEAGUE CONSTITUTION AND COMPETITION RULES

- a) This constitution and the league competition rules may be added to or amended at the A.G.M. or at a special meeting called for that purpose provided that the proposed addition or amendment is stated in the notice calling the meeting. Any such additions or amendments for the notice calling the A.G.M must be sent in writing to the Secretary by the 31st March.'

- b) All registered players attending the A.G.M. or special meeting shall be entitled to speak upon the proposed addition or amendment, but voting shall be limited as follows I) One vote each member of the executive committee, II) Two votes for each associated club represented at the meeting.
- c) For the purpose of voting only, the composition of division shall be treated as an amendment of rules.

10. SPECIAL MEETINGS

A special meeting of the league must be convened by the league secretary upon receipt of a written request from at least three clubs, or at the request of the executive committee, and he shall give not less than seven days' notice thereof to the same people to whom notice must be given at the A.G.M.

COMPETITION RULES

1. DIVISIONS

Prior to the Fixtures Meeting, the league is divided into divisions, which are chosen and arranged by the League's Constitution Committee (appointed at the A.G.M). A new club entering the league cannot enter a team straight into Division 1 and neither can any club re-joining after having left the league.

2. NUMBER OF MATCHES

Each team competing shall play where there are seven teams or less, home and away matches with every other team in their division. Where there are 8 teams or more in a division then each team shall play single fixtures with every other team in that division, unless otherwise decided at the A.G.M., or by the sub-committee appointed for this purpose.

3. FIXTURES

- a) League fixtures are arranged at the Fixtures Meeting, convened before the start of the season. The result of all league matches to be with the Record Secretary by 28th April or not be recorded in the league tables.
- b) On the request of either club, fixtures may be re-arranged up to 28 days before the arranged date, ideally to a new date to be within 28 days of the original, the re-arrangement to be notified to the Records Secretary. If the clubs cannot agree a new date, they may appeal to the Records Secretary to choose a date binding on both clubs.
- c) Fixtures may be postponed if it proves impossible for either team to play on the date arranged. Bad weather or cancelled public transport are considered valid reasons, but difficulties in raising a team are not. Following a postponement the clubs should a) inform the Records Secretary, b) agree a new fixture date within 14 days, and again inform the Records Secretary. If not so informed, the Records Secretary chooses a new date binding on both clubs.
- d) Any team defaulting a match will be penalised 1 league point and must give at least 24 hours' notice to the opposition or be penalised an additional 1 league point in an away match, or an additional 2 league points in a home match. Should a home team default and cause a team a wasted journey on 2 occasions, they shall be expelled from the league for that season. Any team defaulting 3 matches in a season shall be expelled from the League for that season. A defaulted match should be defined as any match where less than 50% of a team play.
- e) When a club has more than one team in a division, inter-club fixtures must be the first to be played, in each half of the season where applicable, or as soon as possible if it is not practical.

4. NUMBER OF GAMES PER MATCH

- a) All League matches shall have teams of 4 players.
- b) A won game shall score 1, a drawn game ½ and a lost game 0 points.
- c) A won match shall score 2, a drawn match 1 and a lost match 0 points.

5. REGISTRATION OF PLAYERS

- a) The players of each club shall be registered, and no player shall be registered with more than one club. A player may change his registration to another club at any time during the season subject to the provisions of 5(c) hereof. The change shall be effected by registration whereupon the earlier registration shall automatically be cancelled. Any player changing clubs shall inform the Records Secretary and his previous club in writing.
- b) All players registered for a club must be a bona fide paid-up member of the club unless the player is an honorary member of the club.
Clubs playing in the WDCL must ensure that players they are selecting to play in WDCL are registered with ECF before they play a game which would otherwise incur a board fee. (max 3 games in 2022-23).
- c) The secretary of each club shall supply to the Records Secretary the names and addresses of players it desires to register on a registration form supplied by the league. The Records Secretary may query the registration of any player, and if not satisfied, shall reject the registration of that player. The registrations shall not be accepted until any amendment has been made. Registrations must be done in writing five clear days (from the date of postmark) before the commencement of league or competition play. All juniors (any person under the age of 18 years on the 1st September in that season) marked with a 'J' in the column provided and show their date of birth. Failure to comply with the latter's request could result in a club's registrations not being accepted. Any extra registration shall be on a form provided or on a sheet of paper suitable for filing. No player shall be registered after 1st March. A copy of the registration form should be sent to the treasurer when sending the club's league fees.
- d) Any club failing to pay their league fees by the 31st October, shall lose all points gained so far. They will continue to do so until the fees are paid. There will be no rearranging of matches under any circumstances, until fees are paid.
- e) When a club has more than one team competing in the league not less than four players in Divisions 1 & 2, four players in Division 3, or four players in Division 4, shall be registered for each team. These players should be registered in decreasing order of playing strength and allocated, as far as is practicable, to teams in order from the highest placed team to the lowest. If a club has more than one team in a division, the teams must be labelled A,B,C... in strength order (A-high), and players registered in accordance with the previous requirement.
- f) i) When registering players at least half of a team's minimum registered players (currently 4 in divisions 1 and 2, 4 in division 3 and 4 in division 4) must be either 'new' or "active" players. A 'new' player is someone who was not registered for the club **at the start of the** previous season. An 'active' player is someone who was registered for the club in the previous season and played at least five league matches.
ii) The remaining players shall be registered for the lowest division in which the club is playing.
iii) When a club has more than one team in its lowest division the required players must be registered for each 'higher' team. The remaining players should all be registered in the 'lowest' team.
- g) No player shall play for a 'lower' team than that in which he is registered. A player who has not played more than 3 times for his registered team may be re-registered for a lower team by writing to the Record Secretary. The player cannot play for his new team until the club has received written confirmation from the Record Secretary of the suitability of the re-registration. No further re-registration of this player is permitted. Re-registered players may not play in a higher division.
- h) A player may play a total of three times for **each** higher team, including those in the same division, than that in which he is registered first but on playing a fourth time in any of the higher teams than that he was first registered, he shall be deemed to be tied to the team in which he was played on the fourth occasion for the rest of the season. A tied player can still play for a higher team than the one he is now tied to.
- i) Any team which includes a player who is not validly registered, or who is disqualified from playing for that team, shall lose the offending board and all boards below, but player scores will be retained for grading purposes.'

6. MATCH PROCEDURE

a) Before the commencement of a match the captains of the respective teams shall exchange lists of: four in Divisions 1 & 2, or four in Divisions 3, or four in Div. 4, eligible players in order of playing strength [*] whether or not the players are present. Should a team play any player deliberately out of order they shall lose the offending board and all boards below and in addition two points from the league table.

The Records Secretary may query the registration of a team's board order. If a captain be aware that any player(s) in his team will be defaulting then the default(s) will be placed on the bottom board(s).

*[*For this purpose, a grading difference of up to 75 points will be regarded as acceptable based on grades published on the 1st September and 1st January in the current season]*

- b) The away team shall have the WHITE pieces on the odd boards.
- c) Play in all match games must start at either 7.15 or 7.30 pm and each club must state in the league information sheet which they use for home matches. A continuous period of at least 3 hours must be allowed for the match.
- d) Each club/team must separately make the result of the match known to the Records Secretary within SEVEN days of the date on which the match was played. If a match result is not received within SEVEN days, then on the first offence the club is warned, and on each subsequent offence a team league point is deducted. Match cards should specify any games adjourned or adjudicated by the letter "A". The Records Secretary must be notified of all adjourned game results within TWO days of their completion. If a game is not completed within 28 days of the original match date, the Records Secretary must be informed.
- e) Both players in every game shall keep an accurate record of the game using a recognised system of notation.

7. GAMES IN DEFAULT

- a) A game shall be scored to each player for whom no eligible opponent is provided. Any club failing to keep an appointment shall lose the match by default.
- b) Where a clock is provided, no game shall be claimed by default until the defaulting player's time to the relevant time control shall have expired.
- c) Where a clock is not provided, a game shall not be claimed by default until seventy five minutes have elapsed from the starting time.
- d) Any club winning a match by default shall send in a match card to claim the match within FIVE days. Failure to do this will result in a double default. The defaulting team should also notify the Records Secretary at the same time.

8. ADJOURNMENTS

All games will be finished in one session of play with no adjournments.

9. ADJUDICATIONS

All games will be finished in one session of play with no adjudications.

Procedure for resolving disputes in Quick Play finishes (the 2 minute rule) are now detailed in Rule 14.

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 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.

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 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.

16. DISPUTES

In the event of any dispute between clubs the matter shall be referred to the rules and disputes sub-committee in accordance with the league constitution.

17. GRADING OF RESULTS:

- a) Individual chess game results, including those played in both league and cup competitions, are referred to the ECF for grading. Games won in default are not referred.
- b) Games decided by completed adjudication procedure (Rule 13) shall be referred for grading.

18. COMPETITION RULES

These rules cancel and replace all previous competition rules of the league and are dated 2022.

TOURNAMENT RULES

ROLE OF TOURNAMENT SECRETARY:

To be responsible for :

- 1.Ensuring that only active members of League teams play in these competitions.
- 2.Collection of entry fees to Rock Cup/Bidgood Trophy.
- 3.Ensuring a prompt start to the Rock/Bidgood competition, by completing entries by the end of September and having the draw sent out within one week (i.e first week in October)
- 4.Organising the jamboree events for the Pittaway Cup and Humphreys Trophy.
- 5.Informing players/clubs of the draw, and issuing details of their opponents, result forms/cards and copies of the appropriate rules.
- 6.Ensuring games/matches played in accordance with the rules.
- 7.Promptly informing Webmaster of all scores and results, for prompt publication, and to ensure swift grading.
- 8.Ensuring winners receive appropriate trophies and prizes.

PITTAWAY CUP
COMPETITION RULES

1. The competition shall be open to any club which is a member of the WDCL and shall be played for annually in one session on a jamboree basis. Players in this competition must be registered members of the club.
2. The competition shall be under the control of the League Tournament Secretary, who shall be responsible for organising the event.
3. The Tournament Secretary will invite all clubs to participate in the event and give one month's notice of the event.
4. The Tournament Secretary will inform all participating clubs of the date, venue and start time for the event.
5. 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
6. A player can only play in the competition for the club for which he is registered for League play.
7. Handicap: If clubs from different divisions play each other the team from the higher division shall give $2\frac{1}{4}$ points start per division to the lower team, i.e., a Division 1 team playing a Division 3 team gives $4\frac{1}{2}$ points to the Division 3 side. [Assuming 3 Divisions only]
8. Teams shall be 8 to each side.
9. The draw for pairings shall be made by ballot.
10. Before commencement of play the captains shall exchange team lists in order of playing strength, colour will be decided by the draw for pairings. If a player be absent at the end of the first hour from the agreed time of start, his opponent, if present, shall score the game as a win unless a substitute be put in before the time of forfeit. A clock, once started, shall not be stopped, or put back except in compliance with the Laws of Chess.
11. Should teams finish on equal points; the result shall be decided by the Board Count method. If it is still drawn, the Elimination Rule shall apply. If it is still drawn the team with black on board 1 will win.
12. The venue for the event shall be fixed by the Tournament Secretary.
13. All games shall be played in accordance with the F.I.D.E. Laws of Chess and the E.C.F. Tournament Rules, unless provided by the rules above. Any matter affecting the conduct of a match shall be referred to the Tournament Secretary in the first instance.
14. No handicap shall be conferred until a club shall have been a League member for at least 3 years previously.

HUMPHREYS TROPHY
COMPETITION RULES

1. The competition shall be open to any club which is a member of the WDCL and shall be played for annually in one session on a jamboree basis. Players in this competition must be registered members of the club.
2. The competition shall be under the control of the League Tournament Secretary, who shall be responsible for organising the event.
3. The tournament Secretary will invite all clubs to participate in the event and give one month's notice of the event.
4. The Tournament Secretary will inform all participating clubs of the date, venue and start time for the event.
5. 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
6. A player can only play in the competition for the club for which he is registered for League play. He must be graded U-1675 (using grades published on the 1st September and 1st January in the current season). Any ungraded players can only be played with the prior consent of the Tournament Secretary. Any team failing to comply shall lose that game and one additional game point, but the game result shall stand for grading purposes.
7. Teams shall be 4 to each side with no person playing for more than one team in any one season.
8. The draw for pairings shall be made by ballot.
9. Before commencement of play the captains shall exchange team lists in order of playing strength, colour will be decided by the draw for pairings. If a player be absent at the end of the first hour from the agreed time of start, his opponent, if present, shall score the game as a win unless a substitute be put in before the time of forfeit. A clock, once started, shall not be stopped, or put back except in compliance with the Laws of Chess.
10. Should teams finish on equal points; the result shall be decided by the Board Count method. If it is still drawn, the Elimination Rule shall apply. If it is still drawn the team with black on board 1 will win.
11. The venue for the event shall be fixed by the Tournament Secretary.
12. All games shall be played in accordance with the F.I.D.E. Laws of Chess and the E.C.F. Tournament Rules, unless provided by the rules above. Any matter affecting the conduct of a match shall be referred to the Tournament Secretary in the first instance.

ROCK CUP AND BIDGOOD TROPHY
COMPETITION RULES

ELIGIBILITY: The Rock Cup is an individual knock-out tournament, open to all registered members of clubs playing in the WDCL, for the individual championship. Everyone, with the exceptions listed below, plays at least two games, as Round 1 of the Rock Cup will be seeded **so the highest graded entrants do not play each other**, and first round losers are automatically entered for the Harold Bidgood Trophy, **subject to the exceptions below**. Winners will hold the Cup or Trophy for one year. In future, both winners and runners-up will also receive appropriate trophies to keep, rather than cash prizes. The entry fee is £3 per player and cheques and postal orders should be made payable to the Wolverhampton & District Chess League. Closing date for entries is the 30th September. Results will be published on the internet at WDCL.

The following Players will not be eligible for entry into the Harold Bidgood Trophy

- a) Any player defaulting in the first round of the Rock Cup.
- b) At the discretion of the Tournament Sec the top X players in the Rock Cup entry will be excluded from the Bidgood Trophy if they lose their first-round game. X will be set by the Tournament Controller when players are known.

RULES

1. Each round must be played within the stated time and the results notified by the winner to the Tournament Secretary by the last day of the month. Failure to do so will result in disqualification of BOTH players.
2. The HOME player is responsible for suggesting at least 3 alternate dates to his opponent within a week of receipt of the pairing notices, in default of which the AWAY player shall claim the game.
3. If the dates offered are unacceptable, the AWAY player must reply within a further 7 days offering at least 3 alternative dates, in default of which the HOME player shall claim the game.
4. If the date is still not agreed, the HOME player must notify the Tournament Secretary, who will fix a date and venue which shall be binding on both players.
5. Any player failing to keep an appointment after the date has been mutually agreed shall forfeit the game.
6. The HOME player has black. In the event of a drawn game, colours and venue shall be reversed and the game played in the same month. All results in this round (including draws) shall be notified to the Tournament Secretary.
7. Clocks shall be used. The HOME player is responsible for providing same.
8. 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
9. The date and venue for the final will be fixed by the Tournament Secretary.
10. All games shall be played in accordance with the F.I.D.E. Laws of Chess and the E.C.F. Tournament Rules, unless provided by the rules above. Any matter affecting the conduct of a match shall be referred to the Tournament Secretary in the first instance.