

CENTRAL SCOTLAND CHESS LEAGUE CONSTITUTION

1. **The Central Scotland Chess League** shall be so constituted by chess clubs in an area (see rule 2) which on payment of an affiliation fee shall be fully affiliated with the League
 - a) The affiliation fee will be set by the A.G.M.
 - b) The affiliation fee shall be paid to the Treasurer.
2. **Eligibility** - Chess Clubs recognised as being eligible for membership with the League
 - a) Shall be within 50 miles of all affiliated clubs except when the Committee (see Rule 6) may permit distant clubs to make satisfactory arrangements for the convenience of all.
 - b) Should apply for membership not later than 10 days before the A.G.M. of the preceding season. Entry fees shall be paid by the new applicant(s) immediately on notification of acceptance to the League. New teams entering the League shall enter the lowest division (see Rule 14).
3. **The A.G.M.** shall be held in May when each club shall be represented and allowed 1 vote only.
 - a) **A.G.M Representation:** - All clubs ought to be represented at the May A.G.M. by the secretary or nominee capable of negotiating club business. Apologies for absence received by letter only will be accepted on the understanding that the unrepresented club accepts all decisions which may be made on its behalf.
4. **The President** shall be elected (or re-elected) at the A.G.M. but shall not serve in excess of 3 consecutive seasons. In the event of a tie in voting the President has a casting vote and his decision is binding.
 - a) **The Vice-President** shall also be elected at the A.G.M. and there shall be no limit to his tenure in this capacity.
5. **The League Secretary and Treasurer.**
 - a) **Secretary** - It shall be the duty of the Secretary to prepare minutes and an agenda for the A.G.M. It shall be the duty of the Secretary to prepare League fixtures and submit results to Chess Scotland for grading.
 - b) **Treasurer** - The duties of the Treasurer will be to prepare a financial statement for the A.G.M. and to collect League fees.
 - c) Both office-bearers shall be elected annually at the A.G.M.
6. **The Central League Committee** shall consist of the President, the vice-President, the Secretary and Treasurer as consultative members and a nominated representative from each club who may or may not be an office bearer. The Committee's decision on all disputes is final.
7. **Fixtures** - On receipt of fixture lists, club secretaries shall examine them in order that possible errors can be corrected as soon as possible. No alteration will be permissible after the end of October when all dates shall stand except -
 - a) when subsequently it has been found that a team has been drawn at home twice or away twice against the same opponent.
 - b) when a Saturday date is found to coincide with a Richardson or Spens Cup tie. Such ties shall always take precedence over League fixtures provide Rule 8(a) has been implemented. Thus no penalty can exist in this case.

8. Postponements

- a) In giving notice of postponement, a team shall give 7 days prior notification to the secretary of the non-offending team. On receipt of this notice, the non-offending team shall offer 2 alternative dates and the match must be played not later than 1 calendar month from the date on the fixture list e.g. January 19th - February 19th.
 - b) Notwithstanding the above, all league and k/o matches must be played by the 1st Saturday in May. This applies particularly to the last scheduled date in the fixtures.
 - c) Notification of postponements should be addressed to the secretary of the club concerned. The League Secretary must also be informed of postponements by a representative of the offending club within 7 days. See also Rule 15.
 - d) Failure to give 7 days notice shall entitle the non-offending team to claim the match 5-0 by default, but this claim is open to appeal to the League Committee. The Committee is entitled to deal with possible disputes over dates and interpretation of the Constitution and its decision shall be final
9. Teams shall play each of their opponents over 5 boards once at home and once away. The away team shall have white on 3 boards, the colours being drawn by lot immediately prior to the match.

10. Clocks

- a) Use of clocks is compulsory. A visiting team may bring clocks when necessary.
 - b) The rate of play shall be 30 moves in 60 minutes followed by 20 minutes to complete all remaining moves. Chess Scotland rules for quick-play finishes shall apply.
11. Where a club is sufficiently strong to enter more than one team in the league, the following rules shall apply :-
- a) Intra-club matches (e.g. AvBvC) will be played in the earliest rounds of the fixtures
 - b) Nominated players - Personnel for teams other than a club's lowest must be so designated before the commencement of the season. A nominated player can never play for a lower team once his name has been submitted. However on 1 occasion only per season a club is permitted to re-nominate 1 player for each team, notice of such being made in writing to the League Secretary. Only a nominated player from a higher team can be re-nominated.
 - c) A club having more than 1 team in the league may promote a player from a lower to any higher team up to three times in a season, but if that player makes a 4th appearance for that higher team, he will no longer be eligible for the lower team. The penalty for infringement of this rule shall be the loss of that particular board by default and the deduction of 1 board point from that team's total in the match.
12. All teams shall play in board order of strength and it shall be the duty of the team captain to submit his team list before commencement of the match. A player's last published grade is a legitimate criterion for board order. No player may play on a higher board than a player 100 or more points higher graded.
13. In games between individual players the scoring will be 1 point for a win, half a point for a draw and no points for a loss. 2 league points shall be awarded for each match won and 1 point for each match drawn.
14. The division winner shall be the team with the most match points over the season. In the event of a tie on match points, the winning team shall be that with the superior board difference. In the event of 2 or more teams finishing equal on both match and board points the results of the teams' individual match encounters will decide the champions. There will be relegation and promotion of 2 teams from each division. In the event of a tie on match points, game points and individual encounters the teams concerned shall play off. The rule on relegation and promotion may be overridden by the A.G.M.

15. **Notification of results:-** it shall be the duty of the secretary or team captain of both teams to inform the League Secretary or this delegate of match details within 7 days of the date of the match. Failure by any representative to inform the League Secretary of the result within 7 days will bring forth a written reprimand for a first offence. A further offence shall be penalised by a fine determined by the Committee.
16. A match game between 2 players shall not be combined with a club knock-out competition tie.
17. **Transfers:-** if a player should leave his club to join another in the league he will be eligible to play for his new club provided :-
- a) He has not played more than 3 match games against Central League teams for his previous club during the current season
 - b) He joins his new club before January 31st of the current season and is a full member thereof at that date
 - c) He has not played for more than 1 previous Central league club that season. Otherwise his eligibility will only operate from the commencement of the next new season.
- Exemption :** if a player has previously played for his old club only the Richardson or Spens cup competitions that season he will be immediately available for League play with his new club and 17a and 17b will not apply. He could still be barred under 17c
- All notifications of transfer must be addressed to the League Secretary.
18. **Match dates;** - Club meeting times shall, if possible, be made known at the May AGM and in the case of Saturday afternoon matches rule 7b shall strictly apply. In the event of a disagreement over fixture dates the League Committee's decision shall be final.
19. **Match Duration and Playing Times:-** Midweek evening matches shall commence at 7p.m. unless previously agreed by the clubs. If any player is absent at the official starting time his opponent will start the clock at that time.
20. **Defaulting Player ;-** When a team commences a match with fewer than 5 players the opposing team shall after 1 hour from the start of play claim such games by default.
21. **Substitution:-** There can be no substitution's after the exchange of team lists by the captains and the clocks have been started.

22. Constitution Amendments

The above constitution may be altered only by an AGM or a physical meeting of the League Committee. Decisions reached by the Committee after consultation by telephone are open to appeal. All Central League matches and KO ties shall be governed by current FIDE laws where pertinent.

General ;-

- a) Clubs are required to send a list of their nominated A/B teams to the League Secretary before their 1st match. Otherwise teams in their opening fixture may be regarded as their nominations
- b) Clubs should send name, address (e-mail is preferred) and phone number of their secretary and club captains to the League Secretary, preferably before 6th September, to update the League Directory.
- c) League fees should be paid by 24th October.

Other competitions:-

Knock Out Cup

Clubs may enter one team of 7 to a knock out cup. Fixtures will be drawn at random. The visiting team shall have white on 4 boards, colours being drawn by lot. In the event of a match being drawn the winners shall be the team with the lower board count on boards they have won. If this is level the boards shall be eliminated from the bottom up until a winner is determined.

U1500 Knock Out Cup

Clubs may enter one team of 5 players graded under 1500 to a knock out cup. The visiting team shall have white on 3 boards, drawn by lot. Otherwise the competition is conducted under the same rules as the knock-out cup.

Allegro league

Clubs may enter any number of teams to an allegro league in which teams will play each other once. Teams will consist of 4 players, not more than 2 of whom shall be nominated A team players. A match consists of each player a game against each of the opposing team. In the allegro league all moves must be completed in 15 minutes.

Chess Scotland rules for allegro games shall apply. The league winners shall be the team with the most match points, with board difference used to split ties. In the allegro league, a player may only play for one team in a season, with the exception that a player may appear for a second team if the alternative is to default games due to a lack of available players.