



## League Rules 2013-14

### **Structure & Format:**

1. The Fide laws of chess are to be used. ([www.fide.com/FIDE/handbook/LawsOfChess.pdf](http://www.fide.com/FIDE/handbook/LawsOfChess.pdf)).
2. Unless expressed otherwise in this document, the Irish Chess Union Allegro finish rules are also to be applied. ([www.icu.ie/icu/allegro\\_rules.php](http://www.icu.ie/icu/allegro_rules.php)).
3. Primary leagues are contested by 4 players per team. All others are contested by 5 players per team.
4. The away team will play white on the odd numbered boards in the group stage.
5. A team scores 1 point for each win, and ½ point for each draw.
6. The League Controller may make rulings on matters not covered in this document.
7. The League Controller's decision is final.
8. Only primary school or approved homeschool teams may enter the primary league.
9. Primary school teams can enter a higher age category if they wish.

### **Board Order & Ratings:**

1. Teams shall play in order of strength. The maximum a weaker rated player can play above a stronger rated player is 150 Irish Chess Union points.
2. If a player is unrated by the ICU, but has a FIDE, or other recognised rating this shall be used.
3. If a school has 2 or more teams in any particular league, the A team must play as the A team, the B team as the B team etc. Breach of this rule is an automatic disqualification of all offending teams.

### **Players & Substitutes:**

1. Substitutes are allowed. However, if a school has more than one team at the same age level, no player may play for more than one such team.
2. Players cannot switch between an A team and a B team in the same league.
3. A substitute from a team in a lower division shall not be stronger than the player he or she replaces.
4. A substitute from a team in a lower division can play on boards 4 or 5 only.
5. Players must be underage on Jan 1, 2013. (Primary = U13, Minor = U14, Junior = U16, Senior = U19).
6. Players must be fulltime students at the institution they are representing.

7. The League Controller reserves the right to request identification & proof of age of any player.
8. The League Controller reserves the right to require player registration at any stage.

#### **Equipment & Time Controls:**

1. The home team provides boards, sets, and where possible clocks.
2. Junior & Senior leagues are required to use clocks.
3. Primary & Minor leagues are not required to use clocks, unless under a ruling from the League Controller.
4. The time control will be 75 mins in Secondary leagues, unless directed otherwise by the League Controller. Both teams can agree to add or reduce this by 15 minutes before the match, in the group stages.
5. The time control will be 45 minutes in Primary leagues, unless directed otherwise by the league controller. Both teams can agree to add 15 minutes before the match, in the group stages.
6. Clocks will be used in all 4 sections at the Quarter-Final, Semi-final, 3<sup>rd</sup> / 4<sup>th</sup> playoff, and Final stages. Time control will be 45 minutes in the Primary section, and 90 minutes in all other sections.

#### **Fixtures & Results:**

1. All matches must be played by the scheduled date. If two teams cannot agree on a suitable date and time, the League Controller may step in and set one.
2. After each match, both teams must return scorecards to the League Controller by email or post within 3 working days. The names and dates of birth of each player are required. Email is preferred.
3. Any disputes should be resolved at the time, or referred to the League Controller if it is impossible to come to an agreement.
4. The team with the highest winning result in the previous round will have white on the odd numbered boards in the semi-final and final.

#### **Winners and Tiebreaks:**

1. The winners of the Minor, Junior, and Senior leagues shall earn automatic selection to the All-Ireland Colleges Championships as Leinster representatives.
2. In the event of a tie to decide progression, the following tiebreak systems are in place. In order:
  - i) The individual result between two tied teams shall be considered.
  - ii) If still tied, then the lowest board in the individual match shall be discarded.
  - iii) The process of removing the next highest board shall continue until a winner is found.
  - iv) If the teams are still tied, the team with highest average of individual player wins in that stage shall be considered. This will continue through previous rounds if needed.
  - v) If teams are still tied then the League Controller shall toss a coin.

**Crucial Rules of Tournament Chess To Be Especially Aware Of:**

**1.** Touch-move! If you touch a piece you must move it. If you touch an opponent's piece you must take it.

The exception is in the case of an illegal move.

**2.** If you wish to adjust or straighten a piece, say "j'adoube" or "adjust" before touching it.

**3.** Spectators (this includes other players) must not interfere with games that are in progress.

This includes pointing out when a player has run out of time.

**4.** Quiet in the playing venue.

**5.** If a mobile phone sounds for a call it is an automatic disqualification. (This is a Fide law).

**6.** If chess clocks are being used, if you run out of time you lose the game. The exception is when your opponent cannot checkmate by any possible means, resulting in a draw.