

## **Regulations for Team Tournaments Commercial Chess League of NY (CCLNY)**

Effective May 2006 with Amendments/Changes Included through 4/24/2019

Eliminating the two exemptions from 3(d) and adding the cell phone warning in 8 were done 4/24/19.  
Captains will discuss/vote on bold face statements in 5(a) and 13 at the next Captains' meeting.

### 1. General

CCLNY regulations described herein take precedent over any USCF or FIDE rules; however, if an issue is not covered below, then the Laws of the World Chess Federation (FIDE) as presented in the latest edition of the USCF's Official Rules of Chess govern.

### 2. Playing Roster

- (a) Each member team must submit to the Secretary before the start of the team tournament a playing roster of all their players and their ratings; and the Secretary will distribute all the playing rosters to the team captains and Tournament Director before the first match. The number of players on a playing roster cannot exceed 15 players. The playing roster will be used by the team captain to set his playing order for each match.
- (b) Players are to be placed in the playing order according to their CCLNY ratings; however, rating differences between 1 and 75 points, inclusive, may be ignored in placing players if in the judgment of the team captain, the lower rated player is actually playing better chess than the higher rated player. Players with provisional ratings based on more than 10 games must also be placed according to this 75-point rule. Players with provisional ratings based on 1 through 10 games are to be placed using a 200-point rule; that is, rating differences between 1 and 200 points, inclusive, may be ignored in placing players in the playing order. If a player does not have a CCLNY rating, then his USCF rating should be used to place him. If a player does not have a CCLNY or a USCF rating, then his BAL rating should be used to place him. If a player is unrated by CCLNY, USCF, and BAL, then the unrated player must be placed in the line-up behind all players who have either an established or provisional rating. After the first game, the unrated player will have a provisional rating based on one game and will be placed in the playing order based on the 200-point rule described above. If ratings are updated during the season while the team tournament is in progress, then the latest set of ratings will be used for establishing a team's playing order in their next match.
- (c) If a player with a CCLNY rating has an up-to-date USCF rating and the difference in ratings is 150 points or greater, either higher or lower, then that player may substitute his USCF rating in place of the CCLNY rating and be placed on the roster accordingly with both ratings noted. In this case, the Tournament Director should replace the old CCLNY rating with a new CCLNY rating equal to the USCF rating.
- (d) If a player plays out of order on a lower rated board, then for the purposes of the match and the team tournament that player shall receive a forfeit loss and his opponent a forfeit win. However, the actual result of the game will be used by the Tournament Director in rating the game.

(e) Playing rule 2(e) was permanently suspended by CCLNY's captains at their September 2010 meeting. It allowed for one mid-season correction in the fixed playing order set by a team at the beginning of the team tournament. This rule is no longer applicable because the fixed playing order was replaced as described above in playing rule 2(b).

(f) A new player may be added to a team's playing roster during the season, provided more than two-thirds of the other team captains agree; and once approved, the new player may play in the next match. The number of players on a playing roster cannot exceed 15 players.

(g) No captain or team may pay a player to play chess in CCLNY's Team Tournament. No player may accept an appearance fee, money or any gifts to play in a CCLNY chess match. Payment of League dues by a company or a captain shall not be considered to be a gift to the player to play chess in CCLNY.

### 3. Matches

(a) Each team match consists of four games between distinct players of two teams except when one team, or both teams, forfeit(s) one or more games, as described in 5 below. Games in excess of four do not contribute to the team score but may be played for rating only purposes and are not subject to the playing roster restrictions described in 2 above.

(b) The team scheduled as visitors has the white pieces on boards 1 and 3 and the black pieces on boards 2 and 4.

(c) Before the scheduled time of the match, team captains must exchange probable assigned line-ups in the approved playing order described in 2 above.

(d) At the scheduled time of the match, if fewer than four players are available, they are assigned to boards from the first down, without gaps, unless latecomers are expected. If a gap is left and the latecomer does not arrive by one hour after the starting time (7:30 pm at Con Edison community site), that board and all lower boards are forfeited. A latecomer may not fill a gap in violation of the playing order described in 2 above. In all circumstances, a forfeit loss on a higher rated board, regardless of the reason for the forfeit, forces forfeit losses on all lower rated boards. However, the actual result of the game(s) will be used by the Tournament Director in rating the game(s).

(e) At the scheduled time of the match if one or more players are not available, a Captain may delay assigning players to boards only if clocks are running for such boards, and it is anticipated that a possible late arrival could affect assignments. The clock of the unassigned player runs and the opponent need not move before the assignment is made. If both sides of a game are absent, Regulation 4(b) below applies. No game may be restarted to permit reassignments.

(f) No games of a scheduled match are to be played later than the scheduled date and time. (See 4(a) below for the only exception). If the two team captains of an upcoming match agree and a suitable playing site may be found, (a) game(s) may be played early before the scheduled date.

(g) Any violation of rule 2(g) results in a 4-0 forfeit match loss to the offending team.

#### 4. Starting Time

- (a) The official starting time for all games is 6:30 pm of the scheduled night. (Starting time at the Con Edison community site is determined by David Diamond and the TD.) The scheduled night may be rescheduled to a later night only in dire emergency as determined by CCLNY officers and approved by more than one-half of the team captains.
- (b) If one or both players for a board are absent at the starting time, the clock shall show time from the starting time. Time elapsed before arrival of either player is divided evenly between them. If a clock is not available at the starting time, time elapsed after the arrival of the first player and before the arrival of the clock is charged to the team responsible for bringing the clock, which normally is the home team. (See 8 below.)

#### 5. Forfeits

- (a) A player loses by default by not arriving within one hour after the starting time. (7:30 pm is the forfeit time at the Con Edison community site. **Captains will decide at the 2019 Fall meeting whether this forfeit time will be waived if the missing player is in the vicinity of the Con Edison lobby.**) If neither player arrives by then, no point or half-point is scored for that board for either team, unless one team had earlier conceded the forfeit. However, in no case can a team win a board by forfeit unless it has a player available. A team may designate "No Name" as the winner(s) at the forfeited board(s).
- (b) A player loses by forfeit if his team is responsible for the chess equipment and a complete set of equipment is not available within one hour after starting time. (7:30 pm at the Con Edison community site.) (Also See 8 below.)
- (c) A team other than Con Edison that has more than 8 no show forfeits in a given season shall not remain a member of CCLNY, and their results from already played matches will be removed from the team tournament standings; however, the ratings for individual players will not be changed.

#### 6. Draws

- (a) Games not played, and games in which a serious contest has not yet begun, may not be drawn by mutual agreement.
- (b) CCLNY plays a sudden death clock game. (Thus, ILC (Insufficient Losing Chances) claims are not recognized, and the game ends when a player's time expires). (See 7(c) below.) The only endings recognized as immediately ending the game as a draw before a time control claim has been made are (i) king against king, (ii) king against king with only bishop or knight, (iii) king and bishop against king and bishop with both bishops on diagonals of the same color. Additionally, a player having a bare king cannot win the game; and thus a draw shall be declared if the opponent of the player with a bare king oversteps the time limit.
- (c) A draw occurs if (i) the two players agree to a draw, recognizing 6(a) above is an exception to this rule, (ii) one player is stalemated, (iii) there is a three-fold repetition of the same position, including perpetual check, (iv) 50 consecutive moves have been made by each side without the capture of any piece and without the movement of any pawn, or

(v) both flags are down or time has expired on both clocks and neither player has claimed a win on time control and neither player is checkmated on the board (if there is a checkmate, the checkmated player's opponent is declared the winner regardless of time).

#### 7. Time Clocks

- (a) The use of time clocks is mandatory, and a game is forfeited by the team responsible for providing the chess equipment if a working clock is not available. (See 5b above.)
- (b) The time limit is game in 90 minutes.
- (c) Bonus/digital clocks must be set to game in 85 minutes with a 5 second increment/delay on each move. Mechanical clocks must be set to 4:29, and time expires when the clock reaches 6:00 and the flag falls. Preference in clocks is bonus, delay, and mechanical (i.e, a bonus clock has preference over the other two and a delay has preference over a mechanical. (See 8 below.)

#### 8. Accommodations

The team designated as the home team shall be responsible for all accommodations with respect to the match, which includes contacting the visiting team, providing an approved playing site, providing the chess equipment – suitable sets, boards, clocks, and score sheets, and for providing the results of the match to the Secretary. If the home team does not have an approved playing site, the match will be played at a site designated by CCLNY. The home team captain may make arrangements with the visiting team captain, provided the visiting captain agrees, that certain chess equipment for the match will be provided by the visiting team; otherwise all equipment remains the responsibility of the designated home team. Any player (home or visitor) who has a bonus clock or a digital clock with a time delay and wishes to use it for the entire game, may do so, and the other team/player whether home or visitors may not object. (N.B.: Once any clock is started at 6:30 or at the beginning of the match it must be used for the entire game, substitutions are not allowed). Food is not allowed at the board once the match has started. Food should be eaten at a side table when games are in progress. Captains of each team are responsible for assuring that their players clean up the host site after eating or drinking. With respect to cell phones: At the Con Edison community site, immediately before clocks are started, the TD will announce that all cell phones are to be turned off or placed on vibrate. TD will also *warn* players who leave the site they should avoid turning them on in order to avoid any accusations of cheating. A ringing phone during the match is subjected to the USCF/FIDE penalty.

#### 9. Points

Each game won, by play or forfeit, counts one game point; each game drawn gives each team one-half game point. Double forfeits count for zero game points and reduce the number of game points distributed. The team with the most game points wins the match and one match point. If each team has the same number of game points, the match is drawn and each team receives one-half match points.

### 10. Recording of Games

- (a) Each player must record the score of the game, move by move, in algebraic or descriptive notation.
- (b) A player is not obliged by 10(a) if he has less than 5 minutes on his clock before the time control. If one player has less than 5 minutes remaining on his clock and has stopped recording moves, then his opponent may also stop recording.
- (c) A player must have a reasonably complete score sheet to claim a win by time forfeit, at least up to the point where the player stopped recording because of rule of 10(b).

### 11. Analysis

- (a) No game may be analyzed within possible sight or hearing of either player during the time the game is in progress. No player or team captain is to make any comment, sign or gesture about the game in progress even if time expires other than to convey the score of the match to the player and/or to say “The team needs a draw to win the match.” (N.B. The captain/player may not say “Take a draw” or “Offer a draw” since that could be considered interference in the game by another potentially stronger player evaluating the position). If one player offers a draw after he has moved, the other player may ask his team captain or another player for the score of the match.
- (b) Notwithstanding the above, if the Tournament Director is present and if a player has exceeded the time control, then the Tournament Director may use judgment and authority and declare the other player the winner of the game.

### 12. Capacity of Captains

- (a) The captains are responsible for the way CCLNY functions, the number of matches to be played during the team tournament, how the match and game points are to be used to determine the League champion, what awards or prizes, either on an individual or team basis, are to be given, whether there is an annual dinner or not, and whether CCLNY engages in any other chess activities.
- (b) In the absence of the Tournament Director the two team captains or designated team captains can jointly act as arbiters. If they disagree, regulation 13 below applies. While acting as an arbiter, the arbiter’s clock may be stopped until the arbitration is completed.

### 13. Protests

The decision of the Tournament Director settles any dispute. The decision of the home team captain/home team acting captain rendered during an arbitration where the Tournament Director was not available (see 12(b) above) settles any dispute. If a team does not agree with the decision made by the Tournament Director or an arbiter as defined in 12(b) above, then the team captain of the protesting team may file a protest

with the Secretary, who after ascertaining the facts from the parties involved will inform in writing the other captains of the protest and all the facts of the dispute, copying the involved parties to assure accuracy. A majority of the other captains, those who are not involved in the dispute, may overturn the decision; otherwise, the decision is final.

**At the Fall 2019 meeting, the captains will consider the following procedures to be added to the current section 13 which had been written before there was a Con Edison community site.**

**Players and captains need to be aware of procedures when a dispute arises and cannot just do what they want. The Procedures are:**

- A) The players must make the call for the TD, not the captain or others not playing the game where the dispute has arisen;**
- B) The concerned player should stop the clock and get the TD;**
- C) Only the players involved speak first. The TD will gather the information from both sides and will ask for witnesses *when needed*;**
- D) Failure to comply with procedures can lead to a forfeit or penalties for those not directly involved;**
- E) After a ruling is made you can contest it in writing to the TD and League Secretary.**