

YEARBOOK

COMMERCIAL CHESS
LEAGUE OF
NEW YORK

ORGANIZED 1923

2018-2019 SEASON

96th CONSECUTIVE SEASON

(Results from the League's chess season)

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Message from the League Secretary

The Commercial Chess League of New York (CCLNY) has completed its 96th consecutive season of playing chess on Wednesday evenings after work. This Yearbook in electronic format has been put together to document the 2018-19 season.

This Yearbook shows the final standings of the Team Tournament by division and the individual awards scheduled to be distributed at the League's annual dinner on September 25, 2019. It also gives the results of the Individual Tournament directed by Edward Frumkin and played at Con Edison in May and June 2019. It also shows team tournament results by player, ratings at the end of season for every person who played in the League, a summary of the teams and their captains, and recent champions with a historical background.

The League owes a special thanks not only to Ed for running the Individual Tournament but also to David Diamond for coordinating our entrance into the Con Edison building during the Team and Individual Tournaments. Without David's work, there would not have been a CCLNY chess season. We also thank Robert Kwest Treasurer, Adia Onyango TD of the Team Tournament, and Ralph Frisch who spot checked ratings as the matches unfolded during the season.

On behalf of these folks I thank everyone who participated in the League during the past season, especially the captains who arranged all the matches that took place. Please feel free to circulate this Yearbook among other chess players. Let us encourage other individuals and teams to play chess in CCLNY so that the League may grow and that each of us may enjoy the chess and fellowship that CCLNY provides.

Fraternally,

Philip Lehpamer
League Secretary

Summer 2019

CCLNY Team Tournament 2018-2019 Results:

Final A Division Standings April 17, 2019

Team	Points	Wins	Losses	Draws	G. Pts.	G. Wins	G. Loss	G.Draw	NS Forfeit
Albano Law Office 1	9.0	8	2	2	33.0	29	11	8	1, 2F
Stuyvesant Town MB	9.0	8	2	2	30.5	28	15	5	0
Brooklyn Pawn Stars	7.5	6	3	3	28.5	25	16	7	0
Brooklyn NightHawks1	6.0	6	6	0	22.5	19	22	7	1
Azzurri	5.0	5	7	0	24.5	19	18	11	1
Phil Am CC	3.5	3	8	1	16.0	13	29	6	6F, 2
Swiss Re	2.0	2	10	0	13.0	10	32	6	0

F indicates a friendly forfeit

Congratulations to Albano Law 1 for winning the League Championship and to Stuyvesant Town MB for finishing tied with them in match points.

Final B Division Standings April 17, 2019

Team	Points	Wins	Losses	Draws	G. Pts.	G. Wins	G. Loss	G.Draw	NS Forfeit
Chess Connections 1	9.0	8	2	2	34.0	31	11	6	1
Con Ed Power Pushers	7.5	6	3	3	25.0	21	19	8	0
Ladies Knight 1	7.0	6	4	2	26.5	22	17	9	F
Stuyvesant Town B	6.0	5	5	2	24.0	20	20	8	1
Albano Law 2	5.0	3	5	4	21.0	16	22	10	3, 1F
Team Chessimos B	5.0	4	6	2	20.5	17	24	7	3, 1F
MetLife	2.0	1	9	2	16.0	10	26	12	2F

F indicates a friendly forfeit.

Congratulations to Chess Connection 1 on winning the B Division Title.

Final C Division Standings April 30, 2019

Team	Points	Wins	Losses	Draws	G. Pts.	G. Wins	G. Loss	G.Draw	NS Forfeit
Brooklyn NightHawks 2	9.0	7	1	4	31.0	28	14	6	1
Chess Connections 2	9.0	7	1	4	29.0	27	17	4	0
Team Chessimos C	5.0	4	6	2	21.5	17	22	9	2
Stuyvesant Town C	4.5	4	6	1	21.5	18	19	7	2
Ladies Knight 2	1.5	1	9	1	13.0	10	28	6	F

F indicates a friendly forfeit.

Congratulations to Brooklyn NightHawks 2 for winning the C Division Title and to Chess Connections 2 for finishing tied with them in match points

The won, loss, draw record of each player in the team tournament may be found on the link below. Ratings at the end and beginning of the season are also shown.

<http://ordinaryamericancatholic.com/cclnywldbyplayer.html>

Round by round match results as posted for the team tournament may be found on the link below

<http://ordinaryamericancatholic.com/cclnyresults.html>

CCLNY 2018-19 Individual Tournament

The Individual Tournament, directed by Ed Frumkin, was played in the Con Edison cafeteria on May 1, May 8, May 22, May 29, and June 5, 2019. The five round, game in 85 min., 5 sec. delay tournament had the following awards:

1st Place: **Paul Jacklyn**

2nd Place: **Konstantin Dolgitser**

3rd Place: **Djura Grubisic**

1st Under 2000: **Manuel Jurado**

1st Under 1800: **Ernesto Tobar**

1st Under 1600: **Ryan Masterson**

The link below shows the complete results of the Individual Tournament

<http://ordinaryamericancatholic.com/cclny2019indivchamp.html>

Each Captain named a team Most Valuable Player shown below

Rico Salimbat	Albano Law 1
Alberto Ruiz	Stuyvesant Town MB
Sergey Shchukin	Brooklyn Pawn Stars
Ismael Pagan	Brooklyn NightHawks 1
David Sullivan	Azzurri
Jan Saret	Phil Am CC
Abby Marshall	Swiss Re
Andy Dore	Chess Connections 1
Neil Fairclough	Con Edison PP
Adia Onyango	Ladies Knight 1
Ed Frumkin	Stuyvesant Town B
Pepito Nabua	Albano Law 2
Uri Feld	Team Chessimos B
Nick Kleszczewski	MetLife
Ernesto Tobar	Brooklyn NightHawks 2
Tyrone Durham	Chess Connections 2
Jose Leon	Team Chessimos C
Arrik Leman	Stuyvesant Town C
Sarah Budow	Ladies Knight 2

LIFETIME ACHIEVEMENT AWARD

The players, captains, and officers of the Commercial Chess League of NY salute

NICK KLESZCZEWSKI

on his completion of 42 seasons of playing outstanding chess in the League.

Congratulations, Nick – colleague and friend

Philip Lehpamer
CCLNY Secretary

Robert Kwest
CCLNY Treasurer

Adia Onyango
CCLNY TD

WOMAN'S ACHIEVEMENT AWARD

The players, captains, and officers of the Commercial Chess League of NY salute

ADIA ONYANGO

Captain of four CCLNY teams, including the current B Division Champion and two all-women chess teams, along with playing every round, organizing rating only games, and being the League TD.

Philip Lehpamer
CCLNY Secretary

Robert Kwest
CCLNY Treasurer

CCLNY TEAMS

Historical background on each current team:

Consolidated Edison Company of New York (Con Edison) entered the League in 1937-38, following its cousin, Brooklyn Edison, which had teams entered in 1926-1940 and 1941-42. Con Edison has played in CCLNY 1937-1943, 1945-1956, 1958-59, and 1964 through the present. Con Edison has won 4 CCLNY Championships and retired the rotating trophy once (1940). Con Edison won the B division in 2003-04. This past season the Con Edison team played in the B division.

Metropolitan Life Insurance Company (MetLife) entered the League in 1947-48 and has played in CCLNY for 72 consecutive seasons. Metropolitan Life has won CCLNY's Championship 11 times and retired three rotating trophies (1954, 1972, and 1985). MetLife won the B division in 2002-03 and the company team title in the A division in 2011-12. MetLife played in the B division this past season.

Swiss Re entered the League in 1984-85 and played a couple of seasons and then reentered for the 2010-2011 season where they won second place in the C Division. In 2011-12 they won the company team title in the B Division. This past season Swiss Re played in the A Division after winning the B Division in 2016-17.

Albano Law Office entered CCLNY in 1996-97 under the Albano & Tadeo name and took the League Championship in 1998-99. In 2011-12, they reentered and fielded a highly competitive team in the A division. This past season Albano Law Office 1 won their eighth title and seventh consecutive League Championship by taking the A division on tie breaks.

Azzurri entered the League in 2006-07, coming to us "out of the blue" after the Pfizer team had difficulties fielding a team and a former Pfizer player joined others to field this highly competitive team. They continue to play in the A division having won second place in the A division in 2010-11 and 2014-15.

Philippine-American CC entered the League in 2008-09 and won two B division titles, the first in 2009-10 and the second in 2011-12. They played in the A division this past season.

Brooklyn Pawn Stars played in the A Division this past season. This team is a merger of the Brooklyn Tea Lounge who entered the League in 2009-2010 and New York Chess & Games who entered the League with a Brooklyn playing site in 2013-14 where they won the B Division.

Chess Connections 1 entered the League in 2010-2011, taking second place in the B Division. They moved into the A Division in 2011-12 where they have taken second place four times. This past season, they played and won the B Division title.

Stuyvesant Town A entered the League in 2010-2011 and divided into two teams for the 2015-16 season. They won the B Division in 2015-16, and moved to the A Division in 2016-17 where they took second place. This past season they tied the defending A Division Champions in match points, finishing in second place on tie breaks.

Chess Connections 2 entered the League in 2011-12, and after winning the C division title in 2012-13 moved up to the B Division where they won second place in 2014-15. They played in the C Division this past season tying the first place team in match points, finishing second on tie breaks.

Albano Law Office 2 entered the League in 2012-2013 and won second place in the C division in 2012-13 and 2013-14 before taking the C Division title in 2014-15. They played in the B Division this past season.

Brooklyn NightHawks 1 entered the League in 2015-16 and took second place in the C Division. In 2016-17, playing in the B Division, they captured second place and won the B Division in 2017-18 on tie breaks. This past season they played in the A Division.

Team Chessimos B entered the League in 2015-16 and played in the B Division this past season.

Stuyvesant Town B entered the League in 2015-16 and played in the B Division this past season.

Ladies Knight 1 the first all-women's team in the League entered in 2017-18 and quickly established themselves. They finished with the same number of match points as the NightHawks but came in second on game points. This past season they played in the B Division.

Brooklyn NightHawks 2 entered the League this past season and won first place in the C Division on tie breaks.

Team Chessimos C entered the League this past season and played in the C Division.

Stuyvesant Town C entered the League this past season and played in the C Division.

Ladies Knight 2 the second all-women's team in the League entered this past season and played in the C Division.

2018-19 Team Captains (at the end of the season):

David Diamond, Con Edison, diamondd@coned.com

Ralph Frisch, MetLife, rafikf2001@yahoo.com

Dan Katz, Swiss Re, Daniel_Katz@swissre.com

Vitaliano Rafael, Albano Law Office 1, vvr4info@optonline.net

Luca Dona, Azzurri, ldona@rendertech.com

Rito Ilao, Phil-Am CC, rtilao@yahoo.com

David Babcock, Brooklyn Pawn Stars, owieczkanapolu@gmail.com

Adia Onyango, Chess Connections 1, chessconnections@hotmail.com

Anthony Kozikowski, Stuyvesant Town A, somethingloving@gmail.com

Adia Onyango, Chess Connections 2, chessconnections@hotmail.com

Gerry Albano, Albano Law Office 2, albanolaw@verizon.net

Henry Bunch, Brooklyn NightHawks 1, henrypeterbunch@gmail.com

Carlos Rodriguez, Team Chessimos B, carlosrod351@aol.com

Ed Frumkin, Stuyvesant Town B, edwardfrumkin@gmail.com

Adia Onyango, Ladies Knight 1, 6463268472@pm.sprint.com

Henry Bunch, Brooklyn NightHawks 2, henrypeterbunch@gmail.com

Carlos Rodriguez, Team Chessimos C, carlosrod351@aol.com

Robert Kwest, Stuyvesant Town C, Robkwest@gmail.com

Adia Onyango, Ladies Knight 2, 6463268472@pm.sprint.com

Recent Team Tournament League Champions by Season (# titles won)

The first CCLNY season was 1923-24 and the table shows

85 seasons of play through 2007-08. There was a trophy similar to NHL's Stanley Cup. When a team won 3 titles they kept (retired) the revolving cup.

Name of Team	# Titles	Cups retired	Season	Team	# Titles
			2008-09	Team Wu	1
			2009-10	Delphi 1	2
			2010-11	Delphi 1	3
			2011-12	Delphi 1	4
Bell Telephone Laboratories	12	3	2012-13	Albano Law	2
Metropolitan Life Ins. Co.	11	3	2013-14	Albano Law	3
Alumni 1	6	0	2014-15	Albano Law	4
Con Edison	4	1	2015-16	Albano Law	5
WEATT	4	1	2016-17	Albano Law	6
Merrill Lynch	4	1	2017-18	Albano Law	7
NYS Insurance Department	4	0	2018-19	Albano Law	8
Investment Bankers	3	1	B Division Champions		
IBM	3	1	2002-03	MetLife	
NYC Transit Authority	3	0	2003-04	Con Edison	
Filipino CC	3	0	2006-07	NYCT3	
Chase National Bank	2	0	2007-08	NYCT4	
Brooklyn Edison	2	0	2008-09	NYCT3	
Bowling Green	2	0	2009-10	PhilAm 2	
NY Stock Exchange	2	0	2010-11	52ndSt. CC	
Alumni4	2	0	2011-12	PhilAm CC	
AT&T	1	0	2012-13	52ndSt. CC	
NY Times	1	0	2013-14	NYC&G	
Lummus Company	1	0	2014-15	52ndSt. CC	
Brooklyn Navy Yard	1	0	2015-16	Stuy Town 1	
Kellogg Co.	1	0	2016-17	Swiss Re	
United Nations	1	0	2017-18	Brooklyn NightHawks 1	
NYU Staff	1	0	2018-19	Chess Connections 1	
Alumni2	1	0	C Division Champions		
Edwin Kunz	1	0	2009-10	Delphi III	
Mobil Oil	1	0	2010-11	Delphi III	
Home Insurance Co.	1	0	2012-13	Chess Connections 2	
Tandom	1	0	2013-14	NYCTA	
Alumni3	1	0	2014-15	Albano Law 2	
Bronx-Yonkers CC	1	0	2015-16	Mutual of America	
Albano & Tadeo Law	1	0	2018-19	B'klyn NightHawks 2	
Chess in Schools	1	0	Company Winning Teams		
X-Men	1	0	2010-11	NYS Ins. D.	
Delphi	1	0	2011-12	MetLife (A div)	
Totals	85	11	2011-12	Swiss Re (B div)	

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 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.**