

GENERAL RULES OF PLAY  
AND  
INFORMATION FOR MEMBERS

Correspondence Chess League of Australia  
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# CONSTITUTION

**1. NAME.**

The name of the organisation shall be the Correspondence Chess League of Australia, hereinafter referred to as the League.

**2. NON-PROFIT BODY.**

The League is a non-profit body, and shall not make or authorise any payment by way of dividend or distribution of surplus funds to members.

**3. DEFINITION .**

Correspondence chess is defined as a game of chess in which the players do not sit opposite each other at a chess board to make their moves. Moves are communicated by any form of long-distance transmission with playing time normally being counted in days per move.

**4. OBJECTS AND POWERS.**

The objects of the League shall be to control, administer and foster correspondence chess throughout Australia. The League shall have power to do all such acts as are necessary for or conducive to achieving its objects.

**5. MEMBERSHIP.**

All persons who have been duly admitted and paid such fees as the Council may from time to time determine shall be members.

**6. LIFE MEMBERS.**

The Council may elect any member to be a Life Member of the League. Council may decide that a Life Member is exempted from paying any further membership fees.

**7. MANAGEMENT.**

The administration of the affairs of the League shall be vested in the Council, which shall meet as least two times in each calendar year. A meeting of the Council shall be called at the request of any two members of Council, and not less than seven clear days' notice of any meeting shall be given to all members of the Council.

**8. GENERAL MEETINGS.**

Owing to the difficulty of calling members together it shall not be mandatory for the League to hold General Meetings. On requisition signed by at least 30 members requesting that a General Meeting be held, and setting out the reasons for such request, the Council shall call a General Meeting, which shall be held within two months of the receipt of such requisition. Notice of all General Meetings shall be posted to all members not less than fourteen days prior to the

date of the meeting.

**9. PLACE OF MEETINGS.**

General Meetings shall be held in the capital city of the State or Territory where the greatest number of Council members reside.

**10. QUORUM.**

At a General Meeting 30 persons present in person or by proxy and at a Council meeting four persons present in person shall constitute a quorum.

**11. VOTING.**

Each member shall be entitled to one vote at General Meetings and each Councillor to one vote at Council meetings. The Chairman shall have the right to vote on any motion and when voting is equal shall be entitled to a casting vote. Voting at General Meetings may be effected in person or by proxy; proxies must be in writing and be held by a member of the League.

**12. MINUTES.**

Minutes shall be kept of proceedings at all General and Council Meetings.

**13. COUNCIL.**

The Council shall consist of no fewer than five members of the League. The members of the Council may at any time appoint further persons to be additional members of the Council.

A person shall cease to be a member of the Council if:

- (i) the person resigns from the Council,
- (ii) a two-thirds majority of those present and voting at a meeting of the Council resolves that the person shall cease to be a member, or
- (iii) the person ceases to be a member of the League.

**14. POWERS OF COUNCIL.**

The Council shall have all powers necessary for the achievement of the objects of the League and may raise monies, fix fees and subscriptions, pay salaries, honoraria and prizes and buy and sell property of any description.

**15. RULES.**

The Council shall have power to make such Rules as it may deem necessary for the proper exercise of its powers and may delegate authority to administer such Rules to such persons as it deems fit.

**16. OFFICERS.**

The Council shall elect from amongst its members a President, who shall be entitled to act as Chairman of all General and Council Meetings, and such other officers as it may from time to time determine.

**17. FUNDS.**

The Council shall have power to open Savings Accounts and Current Accounts with any recognised Bank, and to make deposits and invest surplus funds in any way it thinks fit. Payments (except for petty items) shall be made by cheque. Signatories to bank accounts shall be determined by the Council.

**18. ACCOUNTS.**

A Treasurer shall be appointed, who shall keep proper books of account and shall submit financial statements as required by the Council. The financial year shall end on 30<sup>th</sup> September of each year.

**19. AUDIT.**

The Council shall appoint an auditor to report on such financial statements as the Council shall request.

**20. AMENDMENT OF CONSTITUTION.**

The Constitution may be amended by a simple majority of those present and voting at a General Meeting or by a two-thirds majority of those present and voting at a Council Meeting.

**21. WINDING UP.**

The Council shall have no power to wind up the affairs of the League. Winding up shall only take place on a motion carried by seventy-five per cent of those present and voting at a properly constituted General Meeting and subsequently ratified by a simple majority of financial members voting by postal ballot. The motion shall include recommendations for the disposal of surplus assets of the League. It shall be the duty of the Council to conduct the ballot, and to submit the motion to the members in the form carried by the General Meeting.

# GENERAL RULES OF PLAY

## Preliminary

### 1.

Council appoints in respect of each event:

- (a) a Games Starter (and/or Starting Committee);
- (b) a Director of Play (DOP);
- (c) an Appeals Committee.

### 2.

- (a) The General Laws of Chess as authorised by the Fédération Internationale des Échecs (FIDE) shall apply to all games so far as these Laws are appropriate to correspondence play.
- (b) Players may facilitate the analysis of their correspondence games by touching and moving pieces on the board during play.
- (c) Players must not receive any personal assistance in their play whatsoever, but may refer to any books or similar material.
- (d) Unless the CCLA states otherwise, events hosted on the ICCF Webserver shall use the playing rules of the ICCF. For events not hosted on the ICCF Webserver
  - (i) Players may not use a chess-playing computer (or computer with a chess-playing function) to assist them in their play.
  - (ii) Players may use a computer database (which records pre-existing games and analysis) to assist them in their play, as long as it is not capable of producing original chess moves. Such a database is deemed to be equivalent to “books and similar material”.
  - (iii) The playing conditions of each event shall be clearly stated in advance.

## Play with a scoresheet

### 3.

- (a) Each move shall be made by the player writing it legibly in ink in the appropriate place on a scoresheet provided by the League and posting it to the opponent, or as provided otherwise by these rules.
- (b) A DOP may require a player to post moves by certified mail, or to send moves via the DOP with a stamped addressed envelope enclosed.

## Play without a scoresheet

### 3A.

- (a) Notwithstanding the provisions of sub-rule 3(a) and subsequent rules relating to

scoresheets, players may transmit their moves by postcard, facsimile, email, the ICCF Webserver or by any other appropriate means approved by Council and agreed to between the players, provided that in the event of any dispute arising, the DOP may direct the players to continue the game with a scoresheet in the usual manner.

- (b) Each player shall retain all correspondence until the conclusion of the game.
- (c) At the conclusion of the game, the winner, or both players if the game is drawn, shall send the complete score to the DOP, who may record the result as a loss by any player required to and failing to so send the score.

#### **Notation**

- 4. Subject to Webserver protocols from time to time applying, a player's moves may be written in any of the following recognised forms of notation, provided that only one such form shall be used by both players throughout any game:
  - (i) algebraic (full or abbreviated form) using English language initials for the pieces;
  - (ii) English descriptive; or
  - (iii) international numeric.

#### **Clerical Data**

- 5.
  - (a) In addition to entering the move played, a player shall enter in ink in the appropriate places on the scoresheet or, where one of the alternative methods in rule 3A(a) is being used, as part of the information accompanying each move:
    - (i) the number of the move;
    - (ii) the date of receipt of the scoresheet or the move by an alternative means of communication;
    - (iii) the date of posting the scoresheet; or transmitting the move by an alternative means of communication; and
    - (iv) the progressive total number of days used by the player.
  - (b) The date of receipt is the date on which the scoresheet or move arrives at the player's address, except that:
    - (i) where a player is seriously ill or unexpectedly absent from that address and the opponent is notified accordingly as soon as possible, the date of receipt may be taken as the date of recovery or return; and
    - (ii) for games being played by email or via the ICCF webserver, if a move arrives before 8pm in the recipient's local time then it will be considered to have arrived on that day, or if it arrives after 8pm in the recipient's local time then it will be considered to have arrived on the next succeeding calendar day.
  - (c) Calculations of days used shall include the day on which the scoresheet or move is posted or transmitted but not the day on which it is received. If the scoresheet or

move is posted or transmitted on the same day that it is received, no days have been used for that move.

- (d) Each player shall keep a copy of the score of each game including all of the above details and the name and address of the opponent and of the DOP. The record of each game is to be kept until the result of the relevant tournament is published.

### **Conditional Moves**

- 6.
- (a) A player may offer to make a certain reply to a specified possible move by the opponent. The reply so offered is a conditional move, and together with the specified move it shall be numbered and entered on the scoresheet in the space provided, or otherwise as part of the information accompanying a move where play is being conducted by an alternative means of communication.
- (b) If there is insufficient space on the scoresheet, offers of conditional replies to specified moves may be set down on a separate sheet of paper clearly identified as conditionals and securely attached to the scoresheet.
- (c) Only conditionals offered as set out in this rule may be accepted.
- (d) It is not mandatory to accept all or any conditional moves offered by an opponent.
7. A conditional reply may be accepted only by first entering or recording the specified move, then entering or recording the conditional reply, then entering or recording the player's own next move.

### **Moves Must Stand**

8. Once a move has been posted or transmitted it may not be altered by either player, except as required by these rules.
9. (i) If, prior to posting, a player wishes to amend an entry on the scoresheet (including any of the details set out in rule 5(a)), this may be done only by neatly crossing out the original entry and rewriting the move and accompanying details on the line below.
- (ii) The use of correcting fluid or other similar material is not permitted.

### **Ambiguous, Illegal, and Omitted Moves**

10. (a) (i) Upon receiving an illegal or ambiguous move, or a scoresheet upon which the opponent has omitted to enter a move, a player, in place of his or her own move, shall enter in that space the appropriate word (i.e. "illegal", "ambiguous", or "omitted") together with the other details required by rule 5(a), but that player need add to the progressive days used only the number of days in excess of three for which the scoresheet is held.
- (ii) An incorrect claim under this rule shall itself be treated as an illegal move.

- (b) Upon receiving the scoresheet for correction in accordance with sub-rule (a)(i), a player shall:
  - (i) neatly cross out the incorrect move, but not the dates of receipt and posting nor the progressive days used; and
  - (ii) insert on the next line a corrected move as defined in sub-rule (c), together with new dates of receipt and posting and a new progressive total of days used, which shall include a penalty of three extra days in addition to the days actually used in playing the amending move.
  - (iii) Where moves are being transmitted by an alternative means, players shall proceed in such a way as to procure compliance with the intentions of the preceding sub-rules.
- (c) A corrected move shall be:
  - (i) in the case of an illegal or omitted move, any legal move;
  - (ii) in the case of an ambiguous move, any possible interpretation of the ambiguous move.
- (d) Should an illegal or ambiguous move be overlooked and subsequently be discovered before the conclusion of the game, the players may resolve the matter by agreement. If they cannot agree, the scoresheet or alternative documentation shall be sent to the DOP. On receipt of the scoresheet or alternative documentation under this sub-rule, the DOP shall:
  - (i) if play subsequent to the irregularity has revealed the intention of the parties, correct the irregularity to accord with those intentions; or
  - (ii) if subsequent play has not revealed the intention of the parties, cancel all moves and days used subsequent to the ambiguous or illegal move and refer that move to the player for correction in accordance with sub-rules (b) and (c).

## **Rates of Play**

### **11.**

- (a) Subject to sub-rule (e) or unless otherwise specified for a particular event, each player in a game shall make his or her first ten moves in not more than 30 days; the first twenty moves in not more than 60 days; the first thirty moves in not more than 90 days; and so on at the same rate.
- (b) Subject to sub-rule (f), when a player exceeds the time limit for the first time:
  - (i) that player shall draw a line under the move on which the time limit has been exceeded; and
  - (ii) on the next move shall recommence calculation of days from zero; and
  - (iii) shall make his or her next ten moves in not more than 30 days, and so on at the same rate; and
  - (iv) the number of days by which the player exceeded the time limit, up to a maximum of 15 days, shall be added to the number of days actually taken for the player's next move, the total thereof being treated for all purposes as the number of days used for that move; provided that

- (v) if the time limit has been exceeded by more than 60 days then, provided that rule 12(b) has been complied with, the player will be deemed to have exceeded the time limit for the second time.
- (c) A player does not exceed a time limit unless and until the player's days used number more than those allowed for the moves the player has made.
- (d) A player whose opponent has exceeded the time limit but has not complied with the provisions of sub-rule (b) must himself/herself comply with the provisions of rule 31 to preserve his or her rights under this rule 11.
- (e) For all games conducted on the ICCF Webserver, each player shall make his or her first ten moves in not more than 50 days, the first twenty moves in not more than 100 days, the first 30 moves in not more than 150 days, and so on at the same rate.
- (f) The provisions of sub-rule (b) shall not apply to games conducted on the ICCF Webserver where, upon a successful claim by the opponent, a player will immediately lose any game in which he/she has exceeded the time limit specified in sub-rule (e), or in which he/she has not moved for 40 days, or such other period from time to time applying.

### **Loss on Time**

#### **12.**

- (a) Subject to the provisions of rule 11(f) in respect of games conducted on the ICCF Webserver, a player shall lose on time by exceeding the time limit for the second time in the one game. If it is believed that an opponent may have exceeded the time limit for the second time, the player shall advise the DOP who, after writing to the opponent, shall decide the matter.
- (b) If a player has not heard from an opponent for 21 days, the player shall write to the opponent, repeating the last move made and inquiring regarding the whereabouts of the scoresheet, and shall retain a copy of that letter.
- (c) A player who fails to reply satisfactorily to a letter of inquiry under sub-rule (b) within 14 days of receipt shall, subject to rule 5(b), lose on time. However, should the DOP at any time declare such player to be a withdrawer then, where applicable, the provisions of rule 26(b) will override the provisions of this sub-rule.
- (d) A player failing to receive a satisfactory reply to a letter of inquiry under sub-rule (b) shall advise the DOP one month after writing to the opponent giving full details of the moves and dates involved, and enclosing a copy of the letter referred to in (b) above.
- (e) The DOP may annul or otherwise decide a game if no action is taken by either player within a reasonable time.

### **Lost Scoresheet**

#### **13.**

- (a) A player receiving an inquiry under rule 12(b) in which an opponent repeats a move already replied to shall write to the DOP repeating the last move made, together with the accompanying clerical details.

- (b) A player receiving an inquiry under rule 12(b) in which the opponent repeats a move not previously received shall write to the DOP setting down the player's next move together with the required clerical details.
- (c) On receipt of a letter under sub-rule (a) or (b), the DOP shall forward the player's move together with a replacement scoresheet to the opponent who shall fill in all prior moves and other details, and the game shall then proceed in the normal way.
- (d) A player receiving a replacement scoresheet shall check all previous moves and clerical details before despatching a reply move.

### **Continuation Scoresheet**

- 14.** When a continuation scoresheet is required, Black shall enter a move and forward the scoresheet to the DOP, who shall forward it to White together with a continuation scoresheet.

### **Players Overseas**

- 15.**
- (a) If a player leaves Australia for an extended period, games shall be continued either by email or by airmail as agreed between the players, in which event postage costs will be met as usual by each player for moves mailed by that player.
  - (b) Where a player continues playing by airmail, moves may be sent by postcard or aerogramme instead of by scoresheet, where both players agree. When postcards or aerogrammes are used:
    - (i) a player makes a move by writing legibly in ink on a postcard or aerogramme the opponent's last move (and any conditionals accepted by the opponent), the player's next move and any conditionals offered by the player, with clerical data as provided by rule 5(a), and posting the postcard or aerogramme by airmail to the opponent;
    - (ii) one of the players shall hold the scoresheet and fill in all moves made and conditionals offered, together with all clerical data and when the game has ended shall post the scoresheet to the DOP. The other player also shall notify the DOP of the result; and
    - (iii) both players shall retain all postcards or aerogrammes (and relevant correspondence) received until the tournament has ended.

### **Adjournments**

- 16.**
- (a) Subject to any alternative arrangements from time to time applying in respect of games conducted on the ICCF Webservice, each player may adjourn the game for periods each of not less than 10 days and together totalling not more than 30 days during each calendar year.
  - (b) The DOP has the discretion to grant additional adjournments (not usually exceeding 30 days during each calendar year) without time penalty if it appears that

play has become temporarily impracticable, e.g. because of illness, continuous travelling or engagement in major chess events.

**17.**

- (a) A player wishing to adjourn some or all games shall inform the DOP and the opponents. The DOP will record the start and end dates of the adjournment(s).
- (b) The player in possession of the scoresheet at the start of an adjournment should retain it and post it to the opponent at the end of the adjournment.

**Conclusion of Games**

**18.**

- (a) A player may offer to draw the game at any time by first making a move then writing the move number and the words “draw offered” in the conditional column.
- (b) If not accepted by the opponent before making a further move and within the time available for making that move, the offer of a draw shall lapse.
- (c) A player can accept the offer of a draw only by recording “draw accepted” as the player’s next move and forwarding it to the opponent within the time available for making that move.

**19.**

- (a) A player can resign only by recording “resigns” as the player’s next move and forwarding it to the opponent.
- (b) If the DOP believes that a player’s resignation in any game is possibly not justified by the player’s position in that game (for example within the first few moves, or where a player resigns some or all games at much the same time without adequate reason), the DOP may write to the player requesting adequate justification for the resignation. If the DOP then decides that the resignation is not justified, the DOP may decide not to accept it and shall then require the player and the opponent to continue play in that game. Failure to play on in these circumstances will render the player or opponent (as the case may be) liable to be declared an unapproved withdrawer.

**20.**

In the event of a game concluding by checkmate, stalemate, draw by repetition, or the application of the fifty move rule, the player effecting this conclusion shall send the scoresheet to the opponent.

**21.**

- (a) A player receiving the scoresheet after the conclusion of the game pursuant to rules 18, 19, or 20 shall write the result and the date of conclusion in the appropriate spaces and send it promptly to the DOP.
- (b) If a game concludes and it is possible that a player does not know the result, the DOP shall inform the player within a reasonable time.

### **Collusion**

- 22.** Any arrangement between players to influence the result of a tournament shall result in those players being declared as unapproved withdrawers.

### **Winding-up of Tournaments**

#### **23.**

- (a) The DOP may call in for adjudication any game which has been in progress for more than two years and is delaying the winding up of a tournament. However, where a game is being continued by both players, an extension of time shall be granted unless tournament conditions require otherwise.
- (b) Any game may be adjudicated in special circumstances at the discretion of the DOP.
- (c) Play in any game called in for adjudication shall be deemed to have ceased with the last move made before the date specified in a calling-in notice.
- (d) The DOP shall notify the players (in individual tournaments), or team captains (in team matches), by mail or by other effective means, of the date for the break-off of the games and will set a deadline of one month for the sending-in of the game scores, positions, and analyses; provided that where more than twenty games in a tournament are involved with a common break-off date a notice in the Australian Correspondence Chess Quarterly, (ACCQ), shall be considered sufficient notice, provided that such common break-off date is not less than one month after the end of the “cover date” month for that issue of the ACCQ.

### **Adjudication**

#### **24.**

- (a) The players of a game sent in for adjudication should provide the following information to the DOP:
  - (i) the score of the game;
  - (ii) the final position at the break-off;
  - (iii) the claim for evaluation of the game (win, draw, or loss). These proposals must be clear and cannot be withdrawn once made;
  - (iv) thorough analysis in support of (iii) above. If no analysis is sent in with the game, all rights of appeal against the decision of the adjudicator are liable to be forfeited.
- (b) If the DOP does not hear from either player within the time allowed, the game shall be dealt with as a loss to both players.
- (c) The DOP shall use his or her best endeavours to procure that any adjudication shall be carried out within one month of receipt of the material referred to in rule 24(a). Where both players or captains seek the same result in accordance with rule 24(a) no further adjudication is needed, the result being as claimed.
- (d) The adjudicator is not bound by analysis which the adjudicator considers erroneous or insufficient.
- (e) The DOP shall notify the players and/or the team captains of the result of all

adjudications within a reasonable period after receipt from the adjudicator.

- (f) Where a player wishes to appeal against the adjudication result, the appeal must be submitted to the DOP within fourteen days of receiving notification of the result, and such an appeal may be supported by further analysis.
- (g) The appeal shall be considered by another adjudicator, ideally within fourteen days of its lodgement.
- (h) There is no appeal against the decision of the second adjudicator.

**Withdrawals**

25. Any member who resigns membership or becomes unfinancial during a game shall nonetheless continue that game until it is concluded.

26.

- (a) A player's withdrawal from an event will be approved only when the DOP considers the circumstances of the withdrawal are reasonable. The DOP shall advise the player of the approval, and the player shall then notify the opponents and send the scoresheets to the DOP. In the case of major or title events (as defined in the Tournament Conditions), the DOP shall also report in writing to the Council upon any approved withdrawal.
- (b) The DOP shall determine the effective date of any withdrawal and rescind the results of games completed subsequent to that date.

27.

- (a) This rule applies to all events organised by the League. and in which one or more CCLA members are competing.
- (b)
  - (i) The DOP shall as far as practicable inspect all the games of a withdrawer and shall decide upon the most appropriate course of action, considering all the circumstances, concerning the results and rating of those games which have not already been rated. The guiding principle shall be to reduce, as far as practicable, any advantage or disadvantage accruing to the players remaining in the event. The DOP may (and should in cases which are likely to cause differences of opinion) call on assistance to help make this decision. If the DOP decides upon adjudication, then the provisions of rule 24(c) shall, as far as practicable, apply.
  - (ii) Where adjudication is applied, and the withdrawal is unapproved, the withdrawer shall score zero for all games, whether completed or adjudicated, such that a loss by an opponent shall score zero to both players and a draw shall be scored as half a point for the opponent only.
  - (iii) If the withdrawal is approved, the withdrawer shall retain any existing scores plus any gained by adjudication.
- (c) If the DOP considers a player to be an unapproved withdrawer, the DOP shall make a report in writing to the Council, including the effective date of the withdrawal, location of the scoresheets if known and full details of the actions already taken or proposed to be taken relating to the adjudication and any other

matters necessary under this rule to enable the player's games to be fully dealt with. The DOP will send a copy of the report to the player at the player's last known address.

- (d) Upon acceptance by Council of a report under sub-rule (c), from the effective date of the withdrawal the player shall lose eligibility for:
- (i) entry to any event organised by the League for a period of two years, or such greater period as Council, in a particular case, may determine
  - (ii) nomination to any event organised by the ICCF or any other outside correspondence chess body, for an indefinite period, i.e. until Council gives specific approval to any such nomination;
  - (iii) any prize for any event in which the player is engaged at the time of the withdrawal.

**28.** In any tournament where a player has lost two games under either of rules 11(b) (iv), 11(f) or 12, or in such other circumstances as the DOP thinks appropriate, then the DOP shall write to the player concerning the player's continued participation in the event. Failure to reply satisfactorily to such a letter will establish the player as an unapproved withdrawer.

**29.**

- (a) This rule applies to all events not covered by rule 27, including ICCF and other overseas events in which one or more CCLA members are competing.
- (b) If Council considers that a member has conducted play in such a way that the member would have been reported as an unapproved withdrawer if the event were covered by rule 27, then it may determine the matter in whatever manner it considers appropriate, including adding that player's name to the register referred to in rule 30(a).

**30.**

- (a) Council shall cause to be maintained a "Register of Unapproved Withdrawers" of players reported to it under rule 27(c) and in respect of whom any such report is accepted, with relevant dates.
- (b) If an unapproved withdrawer has inadvertently been accepted as an entrant in another League event within the period of suspension of entry rights, without the approval of Council, then the player shall not be eligible to receive any prize in respect of that event.

**31.** In the publication of tournament results, the names of all withdrawers shall be retained accompanied by an indication as to whether the withdrawal is approved or unapproved.

## **Disputes**

**32.**

- (a) Where it is considered that an opponent has breached any of the rules relating to the conduct of a game, a player shall request the opponent to rectify such breach.
  - (b) If the opponent fails to do so, the player may notify the DOP that a dispute exists and shall forward all relevant material to the DOP.
  - (c) An opponent who contests the alleged breach shall send all relevant material to the DOP within 7 days of being so notified.
  - (d) A player who continues playing without notifying the DOP that a dispute exists, shall be deemed to have waived his or her rights in respect of any breach by the opponent giving rise to that dispute.
- 33.** In all such cases the DOP shall make a decision (based upon these rules) within 21 days after being notified of a dispute and shall forthwith advise both players of such decision.

### **Appeals**

- 34.**
- (a) Within 7 days (or such further time as is allowed by the Appeals Committee) after receiving advice from the DOP, and before making a further move, a player may appeal to the Appeals Committee against any decision of a DOP.
  - (b) In the event of the DOP not making a decision, or not advising a player of a decision as required under these rules, either player may refer the matter through the Secretary to the Appeals Committee which shall treat the matter as an appeal and proceed in accordance with rule 37.
  - (c) A player appealing to the Appeals Committee shall notify the opponent and the DOP accordingly.
- 35.** Failure to play on after a ruling of the DOP or the Appeals Committee, as the case may be, shall result in loss of that game.
- 36.** In addition to the rights set out above, a member dissatisfied with any other action by any official in relation to a game may refer the matter through the Secretary to the Appeals Committee within a reasonable time.
- 37.** The Appeals Committee shall consider all appeals within one month of receipt, and its decision shall be final. Where an appeal arises under rule 36 the Appeals Committee may resolve to refer the matter to Council instead of giving a decision itself.

## RATING SYSTEM

1. The Elo Ratings Systems used by the League and the ICCF rate members according to their playing strengths and adjust ratings in accordance with results. Members should bear in mind that where a player's name appears on both lists the ratings are likely to be different and in certain circumstances ratings adjustments may be made under both systems.
2. (a) Upon joining the League, each member is allotted a temporary rating by the Secretary based on the following table. The Games Starter then uses this temporary rating as a guide when starting tournaments.

1) Player with published rating from another source (in descending order of preference)

ICCF Rating – This will be the players starting rating, if based on 10 played games or more

FIDE Rating/ ACF Rating – Take the highest rating if player has both

Other National Federation Rating – Use if an established conversion method exists (eg BCF to ELO)

Online server (Turn based play) – Rating – 100. If multiple servers, use highest

Online server (Online play) – Rating – 200. If multiple servers, use highest

2) If none of the above apply then

Beginners	800
Improvers with some experience	1050
Regular home players	1180
Club players	1270
B Grade	1400
A Reserve Grade	1490
A Grade, lower boards	1625

- (b) A new member's regular rating will be calculated on the basis of the first 12 CCLA games completed by the player and reported to the Ratings Registrar.
- (c) Council may alter any rating as it deems advisable. A member who believes that a temporary rating should be adjusted (other than by automatic adjustments as set out in paragraph 4 below) should communicate with the Secretary.

3. Ratings are adjusted by the Ratings Registrar four times a year in accordance with results of games concluded by the end of February, May, August and November respectively and received by the Registrar by the last day of March, June, September and December. Ratings thus adjusted are considered as applying from the first day of May, August, November and February respectively, until further adjusted.
4. (a) Games issued by the Games Starter (including friendly games) and completed or adjudicated according to the General Rules of Play shall be rated in accordance with the League's Elo Rating System, provided that at least one quarter of the players in a tournament have regular ratings at the commencement of the tournament.

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- (b) Completed games will be rated in accordance with players' preliminary or last published ratings as shown on the scoresheet by the Games Starter or otherwise as advised to the players at the commencement of a game or tournament. (See also sub-rule 5(f) below.)
  - (c) In games adjudicated as a consequence of insufficient play due to early withdrawals, the DOP has the discretion to declare such games ineligible for rating.
- 5.
- (a) Completed and adjudicated games in matches and other events organised by the League and including one or more overseas opponents, and games in events organised by or under the auspices of the ICCF are eligible for rating.
  - (b) Other overseas tournaments and games are eligible for rating where approval has been granted by the International Secretary. In such cases, the players concerned must submit results to the International Secretary as soon as practicable after the end of each game.
  - (c) The team captains in overseas friendly matches are responsible for submitting results as completed by each player to the Ratings Registrar for rating purposes. Results should include full details of the overseas opponents.
  - (d) The International Secretary is responsible for submitting results to the Ratings Registrar from ICCF individual events. The player shall advise the International Secretary of a result by forwarding a copy of the score immediately following the completion of a game. The International Secretary shall forward the player's completed results in the event to the Ratings Registrar, whereupon they will be rated in accordance with the provisions of sub-rule (f) below.
  - (e) Identifiable defaults are not rated. However, should these be detected after a game has been rated, no retrospective adjustment can be made.
  - (f) Rating adjustments for eligible games to which this rule 5 applies will be made on the basis of both players' ICCF ratings if available, or otherwise on the basis of +20 points for a win, -20 points for a loss, and with no adjustment for drawn games.
6. The lowest rating level is 700. Should a member's rating fall below 700 it will be restored to that level.

7. (a) Lists of ratings of all members will be published in the ACCQ each November. Lists of altered ratings will be published in other issues.
  - (b) Temporary ratings will be marked with an asterisk to indicate that those members have completed fewer than 12 CCLA games.

Note:

A complete description of the Elo System, both in manual and computer form, is beyond the scope of this booklet. Stated simply, the Elo System is a numerical system making use of an interval scale in which differences in rating may be converted into winning or scoring probabilities, and, conversely, scoring percentages can be converted into differences in ratings. It is a scientific approach to the evaluation of chess performances. For more detailed information members may wish to consult the ICCF website on the internet or one or other of the chess bookshops advertising in the ACCQ.

## **MASTERPOINT AND TITLE AWARDS**

### **1. Classification**

For the purpose of Masterpoint allocation, specified tournaments are classified in one of the following categories: Masterpoints Grade A; Masterpoints Grade B; Masterpoints Grade C; Masterpoints Grade D.

### **2. Average Rating of Events**

- (a) The Masterpoint grade of CCLA and ICCF events is determined according to the average rating of players in an eligible event, except as otherwise indicated below for the Australian Championship, the Championship Reserve, and the Dr M. Sendak Memorial Tournament.
- (b) Average rating is defined as the average of the competitors' ratings at the time of commencement of play, but excluding the ratings of the highest rated competitor and the lowest rated competitor, unless specified otherwise for a particular event.

### **3. Classification of Specified Tournaments**

The following tournaments are classified as indicated:

Masterpoint Grade A- ICCF World Championship – final

- ICCF World Championship – Candidates
- ICCF World Cup – final
- ICCF Olympiad – final, boards 1 and 2 only  
Any other event in which at least 50% of entrants are ICCF International Masters, Senior International Masters or Grandmasters

Masterpoint Grade B- ICCF World Championship – semi-final

- ICCF Olympiad – final, board 3 and lower boards
- ICCF Olympiad – Semi-final
- ICCF Veterens World Cup – final
- ICCF Webchess Open - final
- Australian Championship (regardless of average rating)
- Other CCLA and ICCF major and title events with an average rating of 2200 or higher
- Other events as determined by Council

Masterpoint Grade C- ICCF Womens World Championship – final

- ICCF World Cup – Semi-final
- ICCF Veterens World Cup – semi-final
- ICCF Webchess Open – semi-final
- ICCF Masterclass tournaments, 15 player

- Australian Championship Reserve (see note)
  - Other CCLA and ICCF major and title events with an average rating of 1975 or higher, but less than 2200
  - Other events as determined by Council
- Grade D
- ICCF Womens World Championship – semi-final
  - ICCF Womens Olympiad – final
  - ICCF Womens Olympiad – semi-final
  - Dr M. Sendak Memorial Tournament (see note)
  - Other CCLA and ICCF major and title events with an average rating of 1700 or higher, but less than 1975
  - Other events as determined by Council

NOTE: Where the average rating of players in the Australian Championship Reserve or the Dr M. Sendak Memorial Tournament produces a higher Masterpoint grade, that higher grade shall automatically apply to the event concerned.

#### **4. Events Ineligible for Masterpoint Awards**

- (a) CCLA general tournaments and ICCF world tournaments (other than 15-player Masterclass) are excluded from Masterpoint eligibility, unless otherwise determined by Council.
- (b) An event must have a minimum of 6 players at commencement to be eligible for Masterpoint awards.

#### **5. Master Title**

The title of CCLA Master is awarded, subject to approval by Council, to members who:

- (a) qualify for the ICCF International Master title; or
- (b) accumulate 100 Masterpoints in accordance with the Masterpoint Schedule, provided that
  - (i) at least 40 Masterpoints have been accumulated from events of Masterpoint Grade A or B status; and,
  - (ii) a maximum of 40 Masterpoints have been accumulated from ICCF events of Masterpoint Grade C or D status.

#### **6. Candidate Master Title**

- (a) The title of CCLA Candidate Master is awarded, subject to approval by Council, to members who:
  - (i) gain an ICCF Master norm; or
  - (ii) accumulate 50 Masterpoints in accordance with the Masterpoint Schedule, provided that a maximum of 20 Masterpoints have been accumulated from ICCF events of Masterpoint Grade C or D status.

- (b) Members who obtain an ICCF Master norm shall be deemed to have thereby accumulated a total of 50 Masterpoints (unless they have already accumulated more than that number of Masterpoints).

**7. Champion Title**

The title of Champion is conferred on the winner (or joint winners) of every CCLA championship event. A title relates to the year in which the championship commenced, and is held permanently.

**8. Masterpoint Schedule**

- (a) Masterpoints are awarded in accordance with a player's results in specified tournaments, where the player has reached or exceeded a certain minimum percentage of the possible score for that tournament, by multiplying the player's tournament score by the appropriate multiplier as shown in the following table:

	Minimum Percentage	Multiplier
Masterpoint Grade A	40%	9
Masterpoint Grade B	50%	6
Masterpoint Grade C	60%	3
Masterpoint Grade D	70%	1.5

## TOURNAMENT CONDITIONS

### A. Title and Major Events

1. The League organises Title and Major events each year as follows (the results of which shall be published in the ACCQ with start and completion dates):
  - Australian Championship: Webserver
  - Australian Womens Championship: Webserver.
  - Championship of each State: Webserver;
  - Championship of each Territory.: Webserver
  - Australian Championship Reserve Webserver;
  - Dr M. Sendak Memorial Tournament Postal;
  - W. A. Parker Memorial Tournament Postal;
  - R.G. Laughton Memorial Tournament Postal;
- Australian Seniors Championship. (for members aged 60 and above as at 1 January)
  - Australian Junior Championship (for members under the age of 21 years as at 1 January) Webserver;

Where the format of the event is not specified (Postal or Webserver), the format shall be determined by council in consultation with the tournament participants.

### Size of Events

2. Unless determined otherwise by Council:
  - (a) any scheduled title or major event will be held provided there are four or more eligible entrants;
  - (b) the maximum number of players in the events listed in paragraph 1 will be as follows:
    - Australian Championship: Postal 15
    - Australian Championship: Webserver 13
    - Australian Championship Reserve 13
    - Dr M. Sendak Memorial Tournament 11
    - W.A. Parker Memorial Tournament 11
    - R.G. Laughton Memorial Tournament: this event is open to all members with a rating of 1200 or below. Where there are more than 11 entries it will be divided into appropriate sections by the Starting Committee;
  - (c) the number of games to be played by each player will not exceed fourteen in the Australian Championship: Postal, twelve in each of the Australian Championship: Webserver and the Australian Championship Reserve, and ten in all other events. Likewise the minimum number of games to be played will not be less than four and wherever possible will be an even number. Entries and Starting Arrangements

- 3.**
- (a)
    - (i) All CCLA members may enter for major events for which they are eligible.
    - (ii) Subject to the ratings ceiling for the R.G. Laughton Memorial Tournament, or where sub-paragraph (v) or any of the provisions of paragraph 4 applies, all places will be filled in accordance with the entrants' ratings, in descending order.
    - (iii) The events listed in paragraph 2(b) are regarded as a sequence of linked tournaments. Accordingly, except where, in accordance with paragraph 4 a member wishes to claim a priority to entry to a particular event, it is not necessary for an entrant to specify which of those tournaments he or she wishes to enter.
    - (iv) In case in any year there are more than the maximum number of entries allowed for in the sequence of linked tournaments listed in paragraph 2(b) then one or more additional events will be arranged by the Starting Committee to cater for those additional entries.
    - (v) A member may apply to enter in more than one major event at the same time and the Starting Committee will do its best to accommodate them, if this can be achieved without disadvantage to other members entering.
  - (b) Any entrant may, at the time of entering, elect not to play in the Australian Championship: Webserver (or in any other event which is designated as a Webserver event), in which case his or her entry will be dealt with according to the ratings criteria for the ensuing sequence of linked events.

**Priorities**

- 4.** The system of priorities and seedings previously in place was abolished by Council with effect from 1 January 2006, except that:
- (a) Members already holding an unused priority as at that date, or obtaining a priority from an event which commenced prior to that date, may utilise that priority, if necessary, to claim priority of entry to any one of the Australian Championship or the Australian Championship Reserve tournaments commencing in 2006 or 2007;
  - (b) commencing from 2006, a member winning any of the tournaments below The Australian Championship in the sequence of linked tournaments described in paragraph 2(b) above will be entitled to priority of entry to the next highest event in that sequence in either of the two calendar years following the year in which the result is achieved, except that
  - (c) no priority of entry will arise from any additional tournament arranged by the Starting Committee under paragraph 3(a)(iv) above.

**Other**

- 5.**
- (a) All entrants must be financial members of the League at the time of entering.
  - (b) Each entrant must be residentially qualified for the event concerned. This is

defined as follows:

- (i) for the Championship of each State, or for the Territories -- residence within the relevant State or one of the Territories administered by Australia and which maintains a regular mail service with Australia;
  - (ii) for all other events -- residence within Australia or any territory administered by Australia which maintains a regular mail service (“regular” being as determined by Council from time to time), or where a member is continuing to play as provided in Rule 15 of the General Rules of Play, at any other place.
- (c) Entry and Webserver fees (to be paid at the time of entry), and prize money for all events will be as determined by Council from time to time. (See page 28.)
- (d) (i) The closing date for entries to title and major events will be as determined by Council from time to time..
- (ii) Advance details of events to be held in any year normally will be published in the ACCQ in August and again in November issues for the preceding year.
- (e) (i) Council shall appoint a “Major Events Starting Committee” to be responsible for all aspects of receiving entries and starting the major and title events specified in paragraph 1 above.
- (ii) All entries should be addressed to the League and must reach it by the advertised closing date.
- (iii) Late entries may be accepted at the discretion of the Starting Committee, provided that no eligible entrant is excluded thereby from participating in the event in question.
- (f) A request to cancel an entry will be accepted only if received by the Starting Committee prior to finalising entries for the event concerned. In all other cases the provisions of the General Rules of Play will apply.
- (g) An entrant unable to commence play on the nominal commencement date may request the Starting Committee to arrange for a delay of up to 30 days in the starting of the entrant’s games, the period between the actual commencement date and the initial mailing of the scoresheets being treated as an adjournment by the player in accordance with the General Rules of Play.

## **6. Ratings**

For the purposes of these Tournament Conditions, a player’s rating at any time is that most recently published in the ACCQ, or his or her preliminary rating, as applicable.

## **B. General Events, Friendly Games etc.**

7. (a) The League organises general events as follows:
- (i) 5/1 tournaments: postal – one game against each of five opponents

- (ii) 4/2 tournaments: postal – two games against each of three opponents;
    - (iii) 5/1 and 4/2 tournaments: Webserver - as above, but played on the ICCF Webserver. Members participating in these events should be aware that they are subject inter alia to the provisions of Rules 11(f) and (g) of the General Rules of Play. (NB: A Webserver entry fee also applies: please refer to the most recent issue of ACCQ for details.);
    - (iv) such other events as are from time decided by Council.
  - (b) Council shall determine the entry fees applicable to general events. As at the date of this supplement there is no entry fee for the events in sub paragraphs 7(a)(i) and (ii) . A fee of \$10 is payable for events in sub-paragraph (a)(iii) in respect of Webserver costs incurred by the League.
  - (c) As at the date of this supplement no prize money is payable in respect of general events.
- 8.
- (a) Council appoints a Games Starter for general events.
  - (b) General event tournaments are commenced whenever the Games Starter has sufficient entries in hand for that purpose. Entries may be made at any time. All entrants must be financial members of the League at the time of entering and entry fees are to be paid at the time of entry.
  - (c) Entrants in postal events shall reside where a regular Australian mail service is available at normal postage rates, unless otherwise permitted by Council.
  - (d) In allocating entrants to general events, the Games Starter will endeavour to match players of similar playing strength, being guided by ratings. The Games Starter has discretion to depart from strict observance of ratings in order to expedite starts and meet the wishes of members.
  - (e) Unless otherwise specified at the time of entry, an entrant to a postal event specified in paragraph 7 will be assumed willing to play in an alternative postal event, at the discretion of the Games Starter.
- 9.
- A member may request the Games Starter to arrange for a number of ‘friendly’ games up to a maximum of four new games at any one time, such games to be conducted in accordance with the General Rules of Play, and to be eligible for rating.
- 10.
- (a) Two or more members may request the Games Starter to issue scoresheets and appoint a DOP so that those players may conduct a tournament amongst themselves on terms and conditions mutually agreed upon.
  - (b) Games in any such event shall be conducted in accordance with the General Rules of Play and shall be eligible for rating unless Council determines otherwise.

## **ENTRY FEES and PRIZE MONEY**

### **Title and Major Events**

Entry fees and prizes in respect of CCLA Title and Major Events as at the date of this supplement are as follows:

Event	No. of players	Entry Fee \$	Medallion		
			1st	2nd	3rd
Australian Championship: Webserver	13	25	Gold	Silver	Bronze
Australian Championship Reserve (Webserver)	13	25	Gold	Silver	Bronze
Dr M. Sendak Memorial Tournament W.A. Parker Memorial Tournament R.G. Laughton Memorial Tournament  Seniors Championship (Postal)	11	Free	Gold	Silver	Bronze
Australian Womens Championship (Webserver) Seniors Championship (Webserver) State and Territories Championships (Webserver)	11	25	Gold	Silver	Bronze

**Notes:**

1. Entry fees and prizes and Webserver fees are subject to change. Members should consult the relevant issue of ACCQ for details of those applying to a particular event at the time that entries are called for.

## COMMENTARY ON RULES

1. Although not part of the rules themselves, this section contains some explanatory comments and answers some frequently asked questions about the rules.
2. Notation: “It is not enough to play correct moves, you also need to write them down correctly.” Three kinds of acceptable notation are set out at the end of this section – study them if you are not sure.
3. *What is the penalty for not keeping a copy of the score of the game?*  
If there is any incident, such as a lost scoresheet or a disagreement over moves played, you will have nothing to support your side of the game.
4. Many books have European letters, or symbols, for the pieces, but in CCLA games English letters must be used for the pieces.
5. Experience indicates that a lot of trouble is caused in algebraic notations through badly written lower-case letters. Take extra care when writing algebraic.
6. *I made my first move in algebraic and my opponent replied in English descriptive. What am I supposed to do?* Rule 4 says that a player’s moves may be written in algebraic, English descriptive or international numeric. So you could continue in the way you started if you wanted to. But good manners suggest that if a player does not wish to use the notation chosen by the opponent, then a note should be written seeking agreement on the notation to be used.
7. *What is the effect of writing “ch” or “+” to indicate check?* These indications, and others such as “e.p.”, are optional and have no status under the rules of play except to remove ambiguity.
8. *Can general conditional moves be offered, such as “if K moves anywhere, then R-N7”?* No, such an offer is illegal. But the offer “if K-B2 or K-K2, then R-N7”, is acceptable.
9. *Is it necessary to write “if...then...” with conditionals?* No, simply :37.K-B2, R-N7” in the conditional column is sufficient.
10. If you have written an incorrect move on your scoresheet and you want to correct it, you may certainly do so before you post it, but make sure follow rule 9. The purpose of this rule is to make it quite clear that the correction has taken place before posting. Never get in a situation where anyone could think you had made the correction after you had received the reply! Therefore:

- (a) don't cross out the move and write the new one over it;
  - (b) don't use correcting fluid.
11. *What happens if I have made a clerical error, that is, written down one move when I meant another?* Develop a checking system to help you avoid making clerical errors. For example, first write down your move on your copy of the score, then make that move on your home board, finally write the move on the scoresheet.
  12. *But what if it is patently obvious that the move is a clerical error?* The responsibility for all your moves is entirely yours and you may have to suffer the consequences.
  13. *What happens if my opponent points out that I have made a clerical error and offers to let me amend it?* Rule 8 prevents either player from changing a move once it has been transmitted. Please refer to Rule 10 for guidance in dealing with ambiguous and illegal moves.
  14. *What is the most common cause of clerical errors?* Without doubt, conditional moves. Double check conditionals.
  15. *If my opponent's next move is obviously forced, can I save time by filling it in on the scoresheet?* No! At no time should a player make entries of any kind on the opponent's side of the scoresheet except for conditional moves sent by the opponent.
  16. *If I am busy when a game comes in, can I just leave the envelope unopened until I am ready?* No! The date of receipt is the date of arrival at your address. The only exceptions to this are set out in the Rules of Play.
  17. *What is the correct procedure if I fail to hear from my opponent for some time?* Read the rules! It is up to both players to try to keep the game going. If you don't follow rule 12, you are at fault too.
  18. *Since starting play in a tournament, my personal circumstances have changed and I am unable to continue. What should I do?* Write to the DOP. If the DOP agrees that you are an approved withdrawer, at least you haven't left everyone in the dark.
  19. *What if the time penalty for an ambiguous, illegal, or omitted move takes me over the time limit?* You must accept the situation.
  20. *What do I do if I have a game which is clearly a draw, or a win, and my opponent plays on?* This happens but rarely. Hanging on for a few moves isn't excessive delay; and there are many cases of premature resignation when a hard fight for a draw is possible. However, if you have a case, write to your DOP.
  21. *My opponent has exceeded the time limit: what now?* Your opponent should simply and automatically follow rule 11.
  22. *In crossboard chess your opponent loses the first time the time limit is exceeded. Why not here?* The worldwide standard in correspondence chess is a loss after the time limit has been exceeded twice.

## THE FINISH OF A GAME

### **Resigns**

When you believe that a position has been reached where you will inevitably lose, your resignation is in order. When you have decided to resign, write “Resigns” as your next move on the scoresheet, and the date, and then send it to your opponent. The opponent should write the result and the date of conclusion in the appropriate spaces, and send the scoresheet promptly to the DOP.

### **Draws**

When you believe that a draw is the logical outcome of the position, make your next move and then write the number and “Draw offered” opposite it in the conditionals column. If your opponent does not wish to accept the draw, the opponent simply makes the next move in the ordinary way, and then the offer of a draw is automatically cancelled. If your opponent wishes to accept the draw, this is done by writing “Draw accepted” as the next move and returning the scoresheet to you. You should then write the result and the date in the appropriate spaces, and send the scoresheet promptly to the DOP.

## A SAMPLE SCORESHEET

White received the scoresheet from the Games Starter on 28<sup>th</sup> March, made the first move, “pawn to queen four” in abbreviated algebraic notation, and posted it the same day. “Rec” means date of receipt, “Des” means the date of despatch and the accumulated total of days used goes in the “Days” column. So, zero days for white’s first move. (It is possible to play a complete game in zero days).

Black’s first move included a conditional move. White accepted it, and also included a conditional move (consisting of black’s third move and white’s fourth move), bracketed so that the question of “which conditional moves belong to each other” remained clear.

On the sixth move black exceeded the time limit of “30 days for the first 10 moves”, by four days. Following rule 11 black drew a line under move six, as shown. On move seven, after entering the dates of receipt and despatch, black added the four days by which the time limit had been exceeded to the two days used for move seven, and entered “6” in the “Days” column. Black must now reach move 16 without accumulating more than 30 days.

Black finds that white’s 8<sup>th</sup> move is ambiguous because either knight can go to c3, and writes “ambiguous”, as shown. The scoresheet shows rule 10 being followed, including the three-day penalty.

On move 10, white at first moved the threatened bishop. Then, before posting the move, got a bright idea. “What about a sacrifice to attack black’s castled king up the h file with the uncastled rook?” Black finally decided to take the plunge, and the sample scoresheet shows black doing this all according to rule 9.



## NOTATION

The General Laws of chess do not give sufficient guidance on notation for the purposes of correspondence chess. The following notes give interpretations which are acceptable within the League.

The English initials for the pieces are: K=king; Q=queen; B=bishop; N=knight; R=rook; P=pawn.

### 1. Abbreviated Algebraic

The most popular form of algebraic. The style adopted by “Chess Informant” and “Encyclopaedia of Chess Openings” (ECO) should be followed, with English initials for the pieces. The files (columns) are named ‘a’ to ‘h’, the ranks (rows) are numbered 1 to 8, starting from White’s left hand corner. The board is always described from White’s point of view.

*Move by piece:* give the initial of the piece, and the square it moves to; colon or ‘-’ between is optional, e.g. Bc6; B-c6.

*Capture by piece:* give the initial of the piece and the square it moves to; ‘x’ between is optional, e.g. Bc6; Bxc6.

*Move by pawn:* give the square it moves to, e.g. h6.

*Capture by pawn:* give the file it moves from and the square it moves to; ‘x’ between is optional, e.g. cd4; cxd4.

*Avoidance of ambiguity:* state the file, or the rank, from which the piece moves, e.g. Nbd7; N8d7.

*Promotion:* give the pawn move with the promotion piece in brackets, e.g. fg8(Q).

*Castles:* O-O (king side) and O-O-O (queen side).

*Check:* use ‘+’ or ‘ch’ or may be omitted altogether.

### 2. Full algebraic

The same as abbreviated algebraic except that the square from which the piece or pawn moves is given, e.g. Bf1-b5; e7-e5; Nh6xf5.

### 3. English Descriptive

Starting from white’s left hand corner, the files are named: QR; QN; QB; Q; K; KB; KN; KR. This order is reversed when starting from black’s left hand corner. Unless there is ambiguity, the ‘Q’ and the ‘K’ are omitted when describing R, B and N files. The ranks are numbered from the point of view of the player who has the move.

*Piece and pawn moves:* give the initial of the piece, or P for pawn, a hyphen and the square it goes to, e.g. B-N5; P-Q3.

*Captures:* give the initial of the piece, or P for pawn, an ‘x’ and the initial of the captured piece, e.g. QxB; NxP.

*Avoidance of ambiguity:* (i) describe fully the square moved to, e.g. B-KN5; P-QR3; (ii) state in brackets the square moved from, e.g. R(R1) – Q1; (iii) describe fully the item captured, e.g. QxKR; RxN(N5), in this latter case the captured piece is described from the point of view of the player making the move; (iv) for the first move of a piece only, a prefix ‘Q’ or ‘K’ to show which side of the board it came from, e.g. KN-K2, but after a piece has moved, a player is not expected to remember where it came from; (v) a pawn may be described by the file it is now on, e.g. BPxP; it does not matter on what file it started.

*Promotion:* give the pawn move with the promotion piece in brackets, e.g. PxN(Q).

*Castles:* O-O (king side) and O-O-O (queen side).

*Check:* use ‘+’ or ‘ch’ or may be omitted altogether.

#### 4. **International Numeric**

Both files and ranks are numbered 1-8 starting from White’s left hand corner. The board is always described from White’s point of view. All pieces or pawn moves or captures are written as a four-figure number: the file it moves from, the rank it moves from, the file it moves to, the rank it moves to, e.g. 4554.

Promotion: give the promotion piece in brackets after the move, e.g.4748(Q).

Castles: is written as a king move, e.g. 5171 (king side) or 5131 (queen side).

The use of international numeric notation is usual in all ICCF games.

#### 5. **Examples**

(i) The following are the same Black move: de4; d5xe4; QPxKP; 4554.

(ii) The following are the same White move: Qh5; Qd1-h5; Q-KR5; 4185.

## **THE ICCF WEBSERVER**

[www.iccf-webchess.com](http://www.iccf-webchess.com)

At the home page “Welcome” you will find the latest ICCF information, and this is also where you log on to the server, using the ID# and password provided by ICCF when you first play on the server.

When logged on, a new player should first read the Tutorial located under the section “Online help”. Most of the headings on the left are self explanatory; the most important is the “Games list” as this is where all of your current games in play are located. By clicking on a particular game, this game will then appear and open accordingly.

Moves are entered either by the “drag & drop” (mouse) method, or by simply typing your next move into the box provided. Once you have committed your move the server will record it and notify your opponent that it is his/her turn to move.

All dates and elapsed time details are automatically recorded. The system also automatically emails the opponent when a player has not moved within certain time periods: refer rules 11(e) & (f).

Completed games are automatically recorded in the section “Tables & results”.

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