

SURREY BORDER LEAGUE

PLAYING RULES

Changed rules (i.e. different from August 2022) are for now indicated in MAUVE.

Note: FIDE References are based on FIDE as updated in 2017 (and effective from 1 Jan 2018)

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Change History from 2014: see pages 11- 12

5 Laws and Rules

- 5.0 (a) In the following Playing Rules, the Executive Committee may change any one or more references to the League Secretary to refer instead to the Tournament Controller, and vice-versa, without the approval of a General Meeting, provided that all Clubs are notified of such changes. The Executive Committee may also vary the allocation of duties between the League Secretary and the Tournament Controller, as defined in Appendix A.
- (b) Due to ECF changes in 2022, old category “B” to “E” ratings are deemed to have been replaced by new category “K” ratings, and old categories “F” and “*” by new category “P” (= “Provisional”). There is also a new category “H” (= “Historical”) which, for the purpose of these rules, will be treated the same way as new category “P” unless any rule explicitly says otherwise. These rules have, as far as practical, been updated to reflect that change.

- 5.1 The 2018 FIDE Laws of Chess, as modified by this Constitution, shall govern play. [These are available from the FIDE web site: <https://handbook.fide.com>]
- 5.2 The home Team Captain should make available a copy of the FIDE Laws and League Playing Rules at matches. Failure to provide these will be taken into account if a problem arises during a match where the availability of the Laws and Constitution would have helped to resolve the problem.
- 5.3 (a) (i) Ratings will normally be taken from the 1st September Rating list issued by the ECF, and any corrections to it issued prior to the start of the season. These ratings will normally apply to the entire season. Rating categories A+K will be taken at face value unless there is evidence of an error by the player, ECF or a grader or competition organiser, accepted by the Tournament Controller.
- (ii) P ratings may be overridden with an SBL estimate as per rules 9.9, 9.10 and Appendix E by the Tournament Controller or Grader either on their own initiative, or at the request of the player’s club. An overridden rating will become effective as defined in Rule 5.4. (iii) The SBL website may publish ECF 1st September P ratings, even if that P rating is over-ruled under rule 5.3 (a) ii), rules 9.9, 9.10 and Appendix E.

To minimise the number of misleading ratings on the SBL website, such over-rides should be made sparingly, where the P rating is unfair to the player or to their team’s opponents, and an SBL estimate is needed to change a player’s eligibility.

- (b) If the ECF issues corrections to the rating list after the start of the season, the Executive Committee will decide which ratings should apply for team eligibility purposes.
- (c) In particular, any monthly ECF rating lists subsequent to 1st September will be ignored, except to provide a rating for a player who previously didn’t have a published ECF A or K rating of the same sort (RP or standard) at the start of the season. An ECF A or K rating published monthly over-rides any P rating or SBL estimate for earlier in the season, but the SBL website will continue to publish any superseded P rating. The Tournament Controller must communicate all applicable monthly rating and eligibility changes to all SBL clubs, and will amend all superseded SBL estimates on the website.
- (d) In the unlikely event of a discrepancy between the SBL website and the relevant published ECF rating lists, discrepancies will be dealt with on a case by case basis [See also rules 5.3 9.9, 9.10 and Appendix E for estimated ratings.]
- (e) Notwithstanding (a)-(d) above, in the Haslemere Trophy, February 1st Rapidplay ratings override preceding September 1st ratings, effective using the same 1st of month rule as for category P to K changes as defined in Rule 5.4. [Note that a new Feb 1st RP rating will therefore override a start-of-season standard-only rating for Haslemere Trophy RP purposes.]

- 5.4 When a rating changes from category P to K (or A) on the 1st of a month, the new K (or A)-rating shall apply to the league as follows: if the new K-rating is lower than the rating currently in use by SBL (whether an agreed estimate by SBL or a previous P rating displayed by the ECF), then the change applies at once, but if the new K-rating is higher than the rating currently in use, then the change applies only after 7 days, so (e.g.) you only become ineligible on the 8th of month to play under the previous lower rating limit .

- 5.5 The use of electronic computing devices or mobile phones during the game is not normally permitted. Where a player has a special or important need, agreement should be sought from both captains prior to the start of the match. Also, a Team Captain may retain the use of a mobile phone for a limited period at the start of a match, for example until all his team have arrived.

Except where agreed otherwise:

- (a) Any mobile phones or electronic computing devices brought into the playing area should be switched off, before play commences.
- (b) The use of, or emission of any sound by, a mobile phone or any other electronic computing device during the game shall be penalised. The penalty for the first occurrence will be the award of two minutes of extra time to the opponent in each instance and on a second occurrence, the loss of the game.

It shall be up to the League Arbiter and captains as joint arbiters, and NOT the Tournament Controller to enforce these provisions

This whole Rule 5.5 overrides the whole of FIDE 11.3.2.1 to 11.3.3 + 12.8.

- 5.6 For inexperienced players indicated by age or rating and who are identified to the opposing captain prior to the start of the match, the second illegal move in standard play will not lose the game. For each illegal move the opponent will receive an additional two minutes, the move retracted and a different but legal move shall be played in accordance with FIDE articles 3.1 - 3.9. A note that an illegal move was played shall be marked on the score sheets by both players. Should a player make five illegal moves during the game, the game shall be lost and may be claimed by the opponent or awarded by an arbiter.
- 5.7 (a) Players are expected to maintain acceptable standards of dress & behaviour.
- (b) The “playing area” (c.f. FIDE Laws, Section 11.2.2) is defined as the room or rooms in which a match is played unless the home and away team captains agree a different playing area prior to the start of a match.
- (c) The “playing venue” (c.f. FIDE Laws, Section 11.2.1) is defined as the premises in which a match is played unless the home and away team captains agree a different playing venue prior to the start of a match.

6 League Tournament

- 6.1 (a) Team entries for each new season will be invited by the executive committee by a specified closing date. Each entry will be accompanied by its preferred rating limit and time control, normally either G90 or G60 for standard play or two games at G30 for rapid play, but these limits may be varied by agreement between all teams entering any particular division.
- (b) Then the executive committee will allocate teams of broadly equal strength into divisions with no more than 10 fixtures with rating limits that equal or exceed the preferred limit of each team in the division, and which are in line with each team’s preferred or required time control. In accordance with Rule 10.3 playing times may be adjusted for young players and their drivers. “Gn” means “all moves in n min if analogue clocks used but otherwise Fischer (n-10) min + 10sec/move bonus” with digital clocks.
- 6.2 Entries after the closing date will only be accepted if they are deemed not to make any division too big and will be conditional on the late entering club agreeing fixtures with its opponents in advance of its entry being confirmed.
- 6.3 Standard play divisions 1 to 5 will normally be played over 5 boards. Lower standard play divisions and any rapid play divisions will normally be played over 4 boards. But these board numbers may be varied by agreement between all teams entering any particular division.
- 6.4 The division winners shall hold the relevant trophies for the following season. (see Appendix B for trophy list)
- 6.5 Tie-breaking between teams equal on match points will be by:
- (a) match points in their mutual meetings, then
 - (b) game points within their mutual meetings, then
 - (c) total game points, then
 - (d) total match points, after elimination of the lowest team, then finally
 - (e) total game points, after elimination of the lowest team.

If 3 or more teams are tied on match points, then the above procedure (a) to (e) will be used to determine the first place amongst the tied teams, after which the same procedure (a) to (e) will be repeated from start as many times as necessary for just the remaining teams in the tie, in order to determine successive places within the original group of tied teams.

7 Knockout Tournaments

7a. Rules applicable to all knockout tournaments

- 7a.1 The Surrey Border League operates two knockout tournaments:
- the Haslemere Trophy competition, which is a handicapped Rapid Play tournament, and
 - the Bell Trophy competition, which is a board-rating limited tournament played at a Standard Play time limit.
- 7a.2 Teams shall consist of five players in each competition and players must already be registered to play in the Border League. The concession, of 9.7, to play one match in the League without registration is not applicable to KO competitions. The Rapid Play or Standard Play Ratings, previously agreed with the League Grader, and recorded on the SBL website, will be used in all cases. [Therefore players without published ratings or Grader-approved estimates may not play in the Bell or Haslemere Trophy.]

- 7a.3 A Club may enter any number of teams but any player may play for only one team, in each of these KO competitions, in the current season.
- 7a.4 A random draw will be produced for both the Haslemere Trophy and Bell Trophy competitions. The draw for subsequent rounds will seek, as far as possible, to give each team an equal number of Home and Away matches in the competition.
- 7a.5 The procedure for arranging knock-out fixtures shall be as follows:
- (a) the Secretary will produce and distribute the draw for each KO competition at the start of the season. This will also specify a date by which each round must be played, taking into account the number of rounds and the need to complete all rounds by the 31st May. The Fixtures Officer will generate 1st round fixtures dovetailed with the league division fixtures pattern.
 - (b) within one week of being notified of their opponents in the next round, the Home Team Captain shall contact the Away Team Captain offering a choice of 3 dates, on the Home Team's match night
 - (c) if the home team fails to offer dates within one week then the Away Team Captain shall offer a choice of 3 dates, on the Home Team's match night
 - (d) if no mutually acceptable date can be found, then other options shall be explored, including playing on a different night or at a different venue, failing which application may be made to the Secretary for an extension to the completion deadline for the round (except in the final round).
- 7a.6 Match Captains will toss for colours on the night. In the absence of a team's representative at the scheduled starting time, the colour choice automatically goes to the team present.
- 7a.7 The results of Knockout matches should be posted on the website within 3 days of the match.
- 7a.8 A summary of the Rules for each KO competition is given below:
- 7a.9 Team members shall play in the board order that corresponds to descending current playing strength, except where required to meet Bell Trophy board grading limits." *Note that Rules 10.5 to 10.8 apply also to KO competitions.*

7b Haslemere Trophy competition

- 7b.1 In the Haslemere Trophy competition, two games will be played on the night, the second with colours reversed, against the same opponent. The sum of the scores of the two matches will then be used to determine the winner, in accordance with the table at 7b5.
- 7b.2 (a) Before the match starts, each Team Captain should determine the average rating of their team and the difference between the average ratings of the two teams will then be used to determine the score required by each team to be declared the winner.
- (b) If any boards are defaulted, then the average shall be that of the players who turn up for at least one game provided that it is not lower than the average of the players declared before start of play. [Note that if penalties or double-defaults occur, it is possible that neither team will reach their target score, in which case the match shall be replayed unless the teams agree a winner.]
- (c) See rules 5.3, 9.8 – 9.10 and Appendix E for determining ratings.
- 7b.3 Where suitable digital clocks are available, then the time control shall be a Fischer time limit of all moves in 20 minutes each plus 10 seconds per move. Where suitable digital clocks are not available, then the time control shall be a Rapid Play time limit of all moves in 30 minutes each. Note that, as in League matches (see 10.10), either player may insist on the use of a digital clock, if one is available. As in any Rapid Play game, the recording of moves is not obligatory. FIDE Appendix A.4 shall apply and NOT FIDE Appendix A.3. [NOTE: this is to treat illegal moves and wins on time as if no arbiter is present.]
- 7b.4 The results of all games played in this competition will be submitted to the ECF for a Rapid Play Rating.

7b.5 The following table shall be used to determine the winning team in a match:

Difference between Average Team Ratings	Score Required by Higher-Rated Team	Score Required by Lower-Rated Team
0	5½ either team. Tie-breaking as in Bell Trophy rule 7c.3(a+b)	
>0.0 up to 40.0	5½	5
>40.0 up to 80.0	6	4½
>80.0 up to 120.0	6½	4
>120.0 up to 160.0	7	3½
>160.0 up to 200.0	7½	3
>200.0 up to 250.0	8	2½
>250.0 up to 300.0	8½	2
>300.0 up to 350.0	9	1½
> 350.0 up to 400.0	9½	1
exceeding 400.0	10	½

7c Bell Trophy Competition

7c.1 In the Bell Trophy competition Rating limits will apply to each board as follows:

- (a) Board 1 not exceeding 2125
- (b) Board 2 not exceeding 1975
- (c) Board 3 not exceeding 1825
- (d) Board 4 not exceeding 1675
- (e) Board 5 not exceeding 1525

7c.2 In this competition all games must be played at a rate of G90 (all moves in 80 minutes plus 10 seconds per move each if digital clocks are used, or all moves in 90 minutes each with analogue clocks).

7c.3 Tie-breaking in Bell Trophy matches, where required, will be by:

- (a) Board Count (i.e. the lower summation of the board numbers which you won)
- (b) board elimination, by the progressive elimination of the bottom board
- (c) colour, in matches where all games are drawn then the team having black on the odd-numbered boards will be the winners.

8 Other Competitions

8.1 A knockout tournament for individuals may be held, if the Executive Committee considers that the interest so warrants.

8.2 Further friendly matches may be organised, if there is sufficient interest.

(The NOTE about RP divisions was deleted August 2022 and RP added to Rule 6.1)

9 Team Members and Eligibility

9.1 Team Captains shall be nominated, by notifying the League Secretary (see Constitution Rule 3.1 (a)), before the start of the season.

9.2 In place of the usual Team Captain, another member of the same Club may be temporarily appointed, without notice, as Match Captain.

9.3 (rule deleted 10 August 2018 and replaced by parts of new Rule 10)

9.4 (rule deleted 10 August 2018 and replaced by parts of new Rule 10)

9.5 For League matches, a player may not play for more than one team in a given division during the season, except by prior agreement with the Executive Committee.

9.6 For Knockout tournaments, a player may play for only one team in each tournament.

9.7 (a) Players should normally be registered on the website each season prior to playing in the Border League.

(b) A player's consent must be obtained before they are registered to play for a club in the BL and evidence must be kept to show that consent was given (e.g. copies of e-mails). Playing will be deemed giving consent to registration. Transgressions of this rule will be dealt with by the EC on a case by case basis.

(c) However, when necessary a player may play one League (but not Cup) game before registration. The player must then be registered before the match result is entered (as per rule 12.4) and must not play a second game before registration is completed.

(d) A player who is ineligible on grounds of not being registered may be defaulted (see Rule 9.15) at the Tournament Controller's discretion

9.8 Current ratings.

Where the player being registered has a current ECF rating, the player's full name, Date of Birth (if a Junior player), ECF rating and ECF rating code must be recorded. The player will then be automatically eligible to play in all divisions where the rating limits for that competition at rules 6.1, 7c, 9.11 are not exceeded, providing that the player has not already played for another team in that competition.

9.9 Previous ratings.

Where the player being registered has a previous Clarke grade or Elo rating the player's full name, Date of Birth (if a Junior player), previous rating and its date, and ECF rating code, should be recorded in the relevant fields on the BL website form. [NOTE: all grades and codes since 1994 are visible on the ECF Rating website by clicking "include unrated players"].

An estimate rating will be calculated by depreciating the most recent representative published rating (after converting from or to rating / grading systems such as post-2020 Elo or pre-2008 BCF) by 1 ECF grading point per half year, i.e. 15 Elo rating points per year, up to a maximum of 225 Elo, between the current half year and the mid-point of when the previous rating was earned. (Example: a former D or E grade covers 3 years so the mid-point would have been 1.5 years before that grade was published). *[Explanatory note, not part of agreed rules: If the last grade was before July 2009 convert 115 BCF to 136 ECF via $ECF = BCF * 0.81 + 43$ formula, then use the $Elo = 700 + ECF * 7.5$ formula to convert new grades to Elo and subtract up to 225, the maximum depreciation allowable over 15 years.]*

A club may request the League Rating officer to apply a different estimate by providing evidence as per rule 9.10 and Annex E, and must do so where the player has become stronger rather than weaker. The player will then be eligible to play in all competitions where this estimated rating does not exceed the limit for that competition.

9.10 No grade or rating - SBL estimate required

The player's full name, and Date of Birth (if a Junior player), must be recorded on the SBL website.

(a) Where the player has not played 5 games with clocks at standardplay time controls (in any event, not just SBL), clubs may suggest a rough estimate to be entered on the website, to which Rating limits and overgrade rules will not be strictly enforced because a 4-game rating can be misleading by ± 300 Elo (2 standard deviations). Until 5 games have been reached, clubs must apply Rules 7a.9 and 10.3 so that the league can interpret the board order as the club's current rough estimate, and in fielding such a player the club declares to the league that the player should on current knowledge be eligible. [The league will enter a rough estimate where a club has not suggested one, indicating one of "1777 - good player ineligible for lower-rated divisions/boards", 1222 1111 or 999 - player eligible for all competitions until over-ridden, or 777 - beginner unlikely to score points vs Rated players.]

(b) For any player with a published Rapid play rating or an unrealistic P rating, clubs may request a standard play estimate as below. Once a player has played 5 standardplay games with clocks (once 5 results make a meaningful estimate of rating possible - see rule E.4(e)2), in all events not just BL, the club must estimate the rating, but may choose not to do so until after the next monthly ECF Rating list.

(c) Clubs may present all evidence including games played without clocks, or ECF Online Ratings, to the League Rating Officer, who may also consider evidence available elsewhere. Players will be eligible at the club's estimate straightaway, provided it was supported by sufficient evidence, and in any event if the League Rating Officer subsequently approves the club's estimate (or an estimate within the relevant competition's rating limits). If the Rating Officer finds that the estimate given was not appropriate, he will give 7 days' notice of the new estimated rating that must be applied.

- (d) Players will not be defaulted retrospectively unless a club has fielded a player 3 or more times, or failed to take account of results, before the league rating officer has approved the revised estimate, or if there was blatant misrepresentation of a player's strength in the evidence (or lack of evidence) presented.
- 9.11 Notwithstanding the specified divisional rating limits, in the league divisions with a single maximum rating limit (but NOT knockout competitions), a club may include on a match by match basis, one player who is rated at most 100 (Elo) over the divisional rating limit provided that such overgraded player is balanced by a player who is twice as many points below the limit. A defaulted board shall count as the eligible absent named player's rating or else as the rating on the next higher board above an unnamed player, except that a default on the bottom board of a match shall be treated as a player with a rating of 700 (Elo), equivalent to an ECF Clarke grade of 0.
- 9.12 Penalty for infringements of divisional rating limit (6.3) and overgrade rule (9.11) will be the transfer of game points applied at the rate listed below and cumulative in the case of multiple transgressions but subject to a limit, such that no team score shall go negative or exceed the number of games played:
- a) Any player exceeding the overgrade limit: 1 game point transfer;
 - b) Any additional player (beyond the one allowed) over the standard division limit: ½ game point transfer;
 - c) Any overgrade player not matched by another player twice as much below the divisional rating limit: ½ game point transfer.
- 9.13 If the Executive Committee deems a team fielded an ineligible player, the result of the game shall stand for both ECF Rating and scoring purposes, but for each infringement in any match:
- (a) **in main league divisions:** half a game point (unless otherwise specified in a specific rule) shall be deducted from the team at fault and added to the other side regardless of the game result, except that no team score shall go negative or exceed the number of games played.
 - (b) **in knockout tournaments** the ineligible player(s) shall be scored as losing their games for match score purposes, regardless of the actual game results.
- Rule 9.13 would, for example, apply to a player who had already played for another team in the same division or competition.
- 9.14 If a player expected to play in a match is absent, the Match Captain may substitute with another eligible player present, but only with the consent of the opposing Match Captain if the substitution would lead to conflict with Rules 7a.9 and 10.3.
- 9.15 Where a team is unable to name the full number of players at the time of exchanging Team Lists then any defaults must be shown on the lowest boards.

10 League Structure of Divisions, Teams and Time Limits

10.1 The league **structure** for **2024-25** shall be as follows [see Rule 7 for knockout time limits]:

<u>div</u>	<u>boards</u>	<u>Ratings</u> <u>(#2)</u>	<u>overgrade(#3)</u>	<u>times(Fischer)(#2)</u>	<u>times(fixed)(#2)</u>
1	5	any	n/a	80m+10s	90m
2	5	2015	100	80m+10s	90m
3	5	1845	100	80m+10s	90m
4 (#1)	5	1728	100	80m+10s	90m
5 (#1)	5	1627	100	80m+10s	90m
6 (#1,#4)	4	1550	100	50m+10s	60m
7 (#4)	0	Div NOT held	100	50m+10s	60m
R1	4	any	n/a	Two games 20m+10s	Two * 30m
R2	4	1608(#5)	n/a	Two games 20m+10s	Two * 30m

#1: This footnote about junior players aged under-16 at Sept 1st and their driver being allowed 15 minutes faster time limits i.e. 65m+10s where div. limit <=1825 was reinstated October 2021. See amended rules 6.1 and 10.3 which deal with related or similar change to time controls.

#2: times and limits determined each year according to Rule 6.1;

2021-22 times and rating limits listed here (max rating allowed except for 1 overgrade player)

- #3: maximum overgrade allowed for 1 player under Rule 9.11.
- #4: there may or may not be divisions 6 / 7 in any given year, according to team entries that year.
- #5: team average rating limit (by special agreement between teams involved).

- 10.2 Matches shall be played over the number of boards indicated. The maximum allowed Rating is as determined annually by the application of Rule 6.1 except 1 overgrade player as per Rule 9.11 up to the overgrade amount indicated. [N.B. Rule 6.3 is the general rule about number of boards where not overridden by agreement as recorded in table 10.1 for the current season.]
- 10.3 Team members shall play in the board order that corresponds to descending current playing strength, except where a player aged under 16 on the previous 1 September, or his driver, insists before start of play on an indicated allowed faster time limit for juniors [see Rule 6.1 and Table 10.1 footnote #1], in which case his opposing player may swap boards with either adjacent player regardless of relative playing strengths. [But see Rule 7a.9 re knockout competitions, especially the Bell Trophy.]
- 10.4 The default time control shall be the indicated Fischer time control of all moves in an indicated initial time allocation plus an increment of 10 seconds per move. Players may mutually agree to play the alternative indicated fixed time for all moves. Where a suitable digital clock is not available then the default time limit shall be the alternative indicated fixed time for all moves.
- 10.5 In any Division, team captains may agree, prior to the start, to a longer or shorter time control, on one or more boards, subject to the game still being eligible for standard play grading [i.e. minimum of 1h per player or Fischer 50min + 10sec/move] or both games eligible for rapid play rating (maximum of 59 mins per game or Fischer 49+10sec/move).
- 10.6 In all matches [knockout as well as league], either player may insist on the use of an electronic clock, if one is available.
- 10.7 In all League matches, the chosen time limit in each game shall be visibly recorded by both players, either on the player's score sheet or on the match result sheet. Failure to do so may make it difficult to establish a claim, in the event of a dispute, in which case the standard arrangement for the relevant division will be assumed.
- 10.8 FIDE Guidelines iii (Quickplay Finishes) except iii.4 (requesting time delay when <2min left) shall apply in all relevant competitions.

11 Starting a Match

- 11.1 It is recommended that an Away Team Captain should contact the Home Team Captain 1 – 2 weeks before each fixture to confirm the match arrangements (date, time, venue), in order to avoid instances of Away teams turning up unexpectedly.
- 11.2 Matches may be re-arranged by agreement of the two Team Captains. The recommended procedure for rearranging matches shall be as follows:
 - (a) 7 days notice shall be given of any proposed fixture change
 - (b) the team requesting a change shall offer a choice of at least 3 alternative dates to the opposing team, on the Home team's match night
 - (c) if none of these are acceptable to the opposing team, then the opposing team shall offer a choice of 3 alternative dates, on the Home team's match night
 - (d) if no mutually acceptable date can be found, then the assistance of the Fixtures Coordinator should be sought
 - (e) if an acceptable alternative date still cannot be found before June 1st, then the fixture shall remain as scheduled
 - (f) a rearranged match date should be entered on the website, by one of the Team Captains agreeing the re-arrangement, within 15 days of the original fixture date.
- 11.2 Circumstances beyond the reasonable control of a Club are sufficient reason for re-arrangement at very short notice.
- 11.3 Match starting times will be those indicated in the current version of the League's Club Directory. Team Captains may make prior arrangement for a different starting time. All matches, however, shall start no later than 7.30 pm. Clocks shall be started at the starting time. If the home team is late, the delay time will be borne on their clocks. A player has won by default if he still has no opponent one hour after the scheduled start of a match.
- 11.4 In all league matches, the away team shall have the white pieces on the odd-numbered boards. Knock-out competitions are covered by rule 7a.6.
- 11.5 Players may record their moves using either Algebraic or English Descriptive notation.
- 11.6 Team lists, exchanged before the start of play, shall include player's names and ratings and shall identify the Match Captain (see Rules 9.1, 9.2, and 9.16).

12 Ending a Match Session

[Note: previous rules here about adjournments have been deleted]

- 12.1 At the conclusion of a match, Team Captains should update their Match Cards with the following information:
- (a) the results of all completed games,
 - (b) Any quick-play finish claims made under Appendix C.1 (e).
- 12.2 The results of matches should be reported, using the SBL website Match Card Entry facility (see Appendix G) by one of the two Team Captains. This will identify the players on each board, their ratings and the outcome of each game. As soon as one Team Captain has submitted a Match result, the opposing Team Captain will be alerted, by email, to confirm the result by logging-in to the website. Where a Team Captain is unable to access the website, then he should arrange for the entry of the result by another Team Captain or, failing this, by the Club Secretary.

When entering a Match Card on which a new player could only be identified as: A N Other, use should be made of the 'Notes' field to identify the player and his actual or estimated rating.

- 12.3 The results of League matches should be reported within 7 days of the match and confirmed within 15 days of the match. Knockout match results should be submitted within 3 days of a match and confirmed within 7 days. Match Cards submitted but not confirmed within the deadline will be assumed correct as submitted. These time limits are reduced at the end of the season, when all results must be entered and confirmed no later than June 3rd. Full details of all new players must also be provided. Results will not be rated if the League Grader is unable to identify the players in a game. No game points will be scored by unidentified players. (See also Rule 9.7 about player registration). Players who do not appear on the website's list of registered players (see Appendix Rule E.2) will be deemed to be unidentified.

13 Disputes

- 13.1 If a problem or dispute arises (whether before, during or after the match) the Team Captains, acting jointly or individually as arbiters, shall attempt to resolve it in the first instance. Failing this, they shall refer it, in the first instance, to the League Secretary, who may provide advice on the interpretation or clarification of SBL Rules to enable the Team Captains to resolve the dispute without further intervention. If the matter cannot be so resolved, it shall be referred, by the Secretary, to the Executive Committee, which shall consider the matter, taking into account all the circumstances and representations made known to it. The Executive Committee shall then make a decision, having full regard to this Constitution. The decision, which shall be final, will be communicated to all interested parties.
- 13.2 Details of claims arising under FIDE Rules, however, will be forwarded by the Secretary to the League Arbiter for resolution.
- 13.3 Copies of all relevant information in support of claims shall also be sent to the Secretary for forwarding to the Executive Committee or League Arbiter, as appropriate.
- 13.4 A member of the Executive Committee shall not take part in a decision to resolve a problem or dispute in which they or their Club are directly involved. If necessary, the Executive Committee can co-opt extra members to help to resolve problems or disputes.
- 13.5 Anything not covered in the Constitution will be for the Executive Committee to resolve.

APPENDICES

A *see Constitution*

B Trophies

- B.1 The Waechter Shield is awarded to the winning team in the 1st division
- B.2 The Tom White Trophy is awarded to the winning team in the 2nd division
- B.3 The Graham Smith Trophy is awarded to the winning team in the 3rd division
- B.4 The David Pritchard Trophy is awarded to the winning team in the 4th division
- B.5 The Colin Price Trophy is awarded to the winning team in the 5th division
- B.6 The Bill Lowe Trophy is awarded to the winning team in the 6th division
- B.7 The Haslemere Trophy is awarded to the winning team in the handicapped knockout tournament

- B.8 The Bell Trophy is awarded to the winning team in the board-rating limited knockout tournament.
- B.9 *[Since an Executive Committee decision in 2016:]* The Joe French Trophy is currently awarded to the highest individual %score in BL standardplay on min 8 games; tie-break to most games; 2nd tie-break to most improved rating performance in BL standard play over previous July rating.

C Quick-play Finishes

- C.1 The FIDE Laws continue to apply, in particular: -
- (a) Each move must be made with one hand only.
 - (b) Touch and move.
 - (c) A player who still has more than 5 minutes remaining on his clock must keep an up-to-date record of the game
 - (d) The penalty for the first illegal move is two extra minutes to the opponent. The penalty for the second illegal move is loss of the game.
 - (e) If a player has 2 minutes or less on his clock, they may stop the clock and claim a **draw** on the grounds that:
 - (1) their opponent cannot win by normal means and/or
 - (2) their opponent has been making no effort to win by normal means

If one or both of the Team Captains has agreed to act as arbiter (see Rule 13.1) then the claim will be resolved by the arbiter(s) as under FIDE Laws of Chess, Guidelines iii.5.

If neither of the Team Captains is available to act as arbiter then the claim will be handled as under FIDE laws of chess, Guidelines III.6. In this case there will be no further play in the game and the claim, and required supporting documentation (the final position and up-to-date scoresheet, verified by both players), shall be submitted, via the Secretary, to the League Arbiter for resolution. The unsuccessful player will still have the right of appeal to the Executive Committee however, whose decision will be final.

NOTE C.2 does not apply and has been deleted

D Adjournments

Old D completely removed as Adjournments no longer apply. AGM 2017.

E Rating of Players

- E.1 Surrey Border League Rules 5.3 and 9.8 to 9.10 refer.
- E.2 A list of registered players playing in the League, together with their current Standard Play (**SP**) and Rapid Play (**RP**) ratings, will be compiled and published on the website. This list will be updated as new players are registered. It can be accessed from the "All Registered Players" button under Players Details. If a player is listed with a Standard Play rating then they are eligible to play in all league competitions (provided they satisfy the appropriate rating limit). If a player is listed with a Rapid Play rating, but no Standard Play rating, then they are only eligible to play in league competitions played at Rapid Play time limits (provided they satisfy the appropriate rating limit). If a player is listed with neither a Standard Play nor a Rapid Play rating nor any approved SBL estimate under the rules listed at E1, then they are not eligible to play in any league competitions.
- E.3 Each type of rating will be treated separately, so that only over-the-board (otb) SP ratings (ECF or estimated) should be applicable to SP competitions and only otb RP ratings (ECF or estimated) should be applicable to RP competitions, except that firm (i.e. K or A) ECF SP ratings will be used for RP matches where no firm RP ratings available. All other available ratings (e.g. online-play ratings or other rating systems such as FIDE and other nations' ratings) will be treated simply as information to help estimating SP and RP ratings for SBL purposes.
- E.4 The League Rating officer will initially estimate, monitor and if necessary update, the rating of a new player submitted for registration as follows:
- (a) where a player, who is already registered with the League, is transferring to another club or team, then the player's current ratings shown on the list, will continue to be used.
 - (b) If a player does not have a current ECF firm (i.e. K or A) otb SP rating, but does have any non-ECF grade(s) or rating(s), then those grade(s) or rating(s) must be declared when the player is registered.
 - (c) If a player does not have either a current ECF firm otb SP rating or any firm non-ECF grade(s) or rating(s), then the club (see Rules 9.8 - 9.10) is required to provide as much information as possible, including any past grade or rating,

recent playing experience, and results in club games against ECF rated players, to enable an estimate of the player's rating to be determined.

- (d) The Tournament Controller and/or Rating Officer shall, as necessary, determine estimates based on all info available, whether or not supplied by the relevant club.
- (e) [1]. ECF Ratings published on the 1st of each month where an A or K rating should override a SBL estimate will apply as defined in Rule 5.4.
- [2]. The BL may at its discretion revise, estimated ratings approved by the league once a player has played 5 games (once 5 results make a meaningful estimate of rating possible) (in any event, not just SBL) that the League Grader is aware of, using the same 1st of month rule as for category P to K (or A) changes as defined in Rule 5.4.
- [3]. If a club makes its own estimate of a player's rating but does not seek approval of it from the league grader, then [1] will still apply, but [2] will not.
- [4]. The consequence of not applying [2] is that the club remains at risk of their estimate being deemed inappropriate and penalties being applied until such time as they do seek approval of it from the league grader.
- (f) the objective of this process, of estimating and monitoring the rating of a new player who does not have a current ECF rating, is to determine a realistic current rating in order to ensure that the player does not exceed the current rating limit or overgrade limit for each division or board (prescribed by Rules 6.1 or 7c.1 or 9.11).

E.5 The procedure for registering players is:

- (a) Players With Published Ratings - Players with current published ECF ratings may be registered by recording all their details on the league website. The player may appear on the website on the "All Unregistered Players" list, which can be accessed from "Players Details". The League Ratings Officer will be automatically notified by the website of the new registration request. He will check the details and, if everything is in order, complete the registration, and move the player to the "All Registered Players" list, which can also be accessed from "Players Details". Clubs are recommended to allow at least 3 days between recording a player's details on the website and receiving confirmation from the League Ratings Officer that the player is properly registered, unless relying on 1 league match grace as per rule 9.7(c).
- (b) Players Without Published Ratings - Players without a current published ECF rating may be registered by recording all their details on the league website, except for their estimated rating, which should be left blank. The player may appear on the website on the "All Unregistered Players" list, which can be accessed from "Players Details". Separately, the club should send the League Ratings officer all the information required by Rules 9.8 - 9.10, and may summarise that evidence or proposed estimate in the Comments field of the website's player registration form. He will check all the details and, if everything is in order, estimate the player's rating, and add the estimate to the website to complete the registration, and move the player to the "All Registered Players" list, which can be accessed from "Players Details". Clubs are recommended to allow at least 7 days between recording a player's details on the website and receiving confirmation from the League Rating officer that the player is properly registered, unless relying on 1 league match grace as per rule 9.7(c).

F **Division 6:** *rule deleted, because covered elsewhere*

G *see Constitution*

Change History from 2014

July 2014:

BL Rule 5.1: replace "2009 FIDE Laws of Chess" by "2014 FIDE Laws of Chess"

BL Rule 5.5 re mobile phones: add extra final sentence "This overrides the whole of FIDE 11.3B + 12.8."

BL Rule 7b.3 re Haslemere time-limits: add extra final sentence "FIDE Rule A.4 shall apply and NOT FIDE Rule A.3".

BL Rule 10 re time limits: add extra rule 10.9 to say FIDE Appendix G except G4 shall apply in all relevant competitions (including Div.6).

BL Rule 10.6 about Div.6 altered to 60 minutes instead of 61 minutes time limit, as now treated as Standard Play for ECF grading purposes.

BL Rules 9.11 to 9.14 deleted and replaced by new Rule 9.11 allowing up to 2 overgraded players in any divisional team subject to limits and balances.

BL Rule 5 re Laws: add extra rule 5.6 for inexperienced players indicated by age or grade.

July 2015:

BL Rule 5.3: amended to allow overriding F-grades.

BL Rules 6.1+9.3+10.3-6 (League Divisions): amended to reduce from 6 divs to 5 with new div.5 like previous div.6.

BL Rule 6.4 (Tie-breaking – clarification only): addition re when 3+ teams are tied.

BL Rules 9.7-9.10 and E4 (Grade estimation, registration and penalty rules): various rule changes including:

New Rule 9.9 about use of previous grades;

New Rule 9.10 (incorporating parts of old Rules 9.9 and 9.10 but adding extra) was amended: including replace grade estimation from 6 games to 5;

Appendix Rule E4(e)[2] about revised grades, amended to 7 days' notice
Rule 9.7(d) re defaulting unregistered players at the Controller's discretion.

July 2016:

- (1) New Rule 5.7 about standards of dress & behaviour and defining playing areas and venues.
- (2) Correction to Rules 10.3 and 10.4 (re Divs.1-4 but NOT 5) which should have been amended July 2015 but were overlooked.
- (3) Footnotes in parentheses to Rules 6.1, 9.3, 9.11, and 10.5 about special arrangements agreed post AGM for 2016-17
- (4) Appendix C.1 (d): correction to align with 2014 FIDE: 2 not 3 illegal moves lose the game

July 2017:

- (1) FIDE references brought up to date.
- (2) Rule 5.3 amended to use new RP grades in Haslemere Trophy from January.
- (3) Rule 10 Time Limits standardised across all divisions with full length time controls to be Fischer by default but shorter sessions allowed by agreement, and the adjournment option removed from all divisions (also affecting Rule 12 and removal of Appendix D).
- (4) Rule 9.11 changed to simpler overgraded player rules (only 1 player but up to 15 over, instead of 2 players up to total 10 over limit).
- (5) New Rule 9.12 about penalties for infringing overgraded player rules.
- (6) Old Rule 9.15 renumbered as 9.13 and changed to make the penalty, when not otherwise specified, for any ineligible player to be a half-point transfer to the other side instead of losing the game by default. Old Rules 9.16-17 renumbered as 9.14-15.
- (7) "League Tournament" Rules 6.1-6.2 replaced by new Rules 6.1-6.3 defining a new flexible process for inviting team entries and determining divisional grading limits and giving the limits subsequently determined for 2017-18. Old Rules 6.3-6.4 renumbered 6.4-6.5.

August 2018:

- (1) Rule 9.11 addition of exception to treat bottom board default as grade=0.
- (2) Rule 9.13 amend eligibility rule penalty to the old system in knockouts but retain points transfer in main league divisions.
- (3) Rules 5.3, 9.10(a+b), and E.4(e+f) minor changes clarifying estimated and F-grades and January new grades.
- (4) Rule 7c.1 changed Bell Trophy grade limits.
- (5) Rule 9.11 changed limit by which one player may exceed the divisional grade limit, reduced from 15 to 10.
- (6) Delete Rules 6.3, 9.3, 9.4 and 10, replacing them with new Rule 10 about League Structure of Divisions, Teams and Time Limits.

August 2019:

- (1) Rules 6.1, 10.1 and 10.3 amended to add time limits (i.e. as well as grade limits) to the team entries "bidding" process for all grade limits ≤ 150 and to record the 2019-20 time and grade limits eventually agreed under that year's bidding process.
- (2) Rules 6.1, 10.1 and 10.3 also amended to refer to juniors as players aged under 16 on previous 1 September (instead of under 18)
- (3) New RP division instigated under Rule 8.2 (to which a footnote is thus added).

October 2021:

The AGM authorised the Executive Committee to amend wording of Rules which implement the decisions on outcomes required by the AGM. Grade(s) replaced by Rating(s) throughout, except for Grader (who creates Rating files for ECF), overgrade, and past (pre-2020) Grades. Monthly ratings should be used to evidence transitions from no rating to * to F to E ratings. Grades are converted to ratings using the formula: $\text{NewRating} = \text{OldGrade} \times 7.5 + 700$, except that the AGM agreed to increase the "overgrade" limit to 100 in Rule 9.11. A large number of rules were changed, so NOT listed individually, in order to make the above changes (which are highlighted in dark red in the January 2022 rules). Rule 11.4 was also amended to give the away team white on odd boards in all divisional league matches (previously applicable only to double-round competitions with colour by coin tossing in single-round divisions).

August 2022:

- (1) A large number of rules about use of ratings were changed to reflect the new categories from June 2022 where in effect old category "B" to "E" ratings are deemed to have been replaced by new category "K" ratings, and old categories "F" and "*" by new category "P" (= "Provisional"). There is also a new category "H" (= "Historical") which, for the purpose of these rules, will be treated the same way as new category "P" unless any rule explicitly says otherwise. [See Rule 5.0(b)] A number of residual instances of the word "grade" have been replaced by the word "rating". [The expressions "League Grader" and "League Rating Officer" seem to be used interchangeably and have NOT been changed.]
- (2) Rules 5.1 and Appendix C.1(e) amended to correct latest references to FIDE laws.
- (3) Rule 5.4 about not smoking is deleted as this is covered in FIDE laws and/or venue rules.
- (4) Rule 5.5 about mobile phones is rewritten to include their use and the use of electronic computing devices, as well as emission of sounds, and to specify penalties for both offences, and to require enforcement by the Arbiter and NOT the Tournament Controller.
- (5) RP division(s) included within the main rules, so footnote about RP deleted under Rule 8.2 and RP added in Rule 6.1 now split into 6.1(a) and (b).
- (6) New Rule 6.3 about standard play divisions 1 to 4 normally played over 5 boards and other divisions normally played over 4 boards, but can be varied.

August 2023:

- (1) Minor amendments were made to rules about effective ratings, including revising estimates and dates when new firm ratings replace previous "P" and estimated ratings, mostly encapsulated in new Rule 5.4 cross-referenced in Rules 5.3(a)(ii), 5.3(e), E.4(e)[1+2], and simplified Rules E.3 and E.4(b)-(d).
- (2) In Rules 6.3 and 10.1 table, Divisions 5 and 6 were changed from 4 to 5 boards.
- (3) The chart in Rule 10.1 was as usual updated to reflect new agreed divisional rating limits, including the addition of Div.7 and dividing the previous single RP Div.R into two Divs.R1+R2, and using an average rating limit in Div.R2.

August 2024:

No change apart from the annual adjustment of rating limits.