

Munster Chess Union League Rules

(Adopted at EGM 2017, Updated AGM 2018)

- 1) These rules and their appendices shall be used for the running of the Munster Chess Union (MCU) Club League (herein after called the league). These rules can only be changed/amended at a general meeting of the MCU and shall be published on the MCU web site and shall be downloadable in PDF format.
- 2) At the MCU AGM a leagues controller shall be appointed or failing this the MCU committee shall appoint a leagues controller (herein after called the controller). Should the controller be unable to fulfil his/hers duties the MCU committee shall appoint a replacement/deputy.
- 3) All queries regarding the league shall be referred to the controller save those appropriate to the Arbiter. Decisions of either the controller or the arbiter may be appealed to the MCU committee whose decision will be final.
- 4) The controller shall apply the to the Irish Chess union(ICU)/ Fédération Internationale des Echecs(FIDE) for the registration/rating of the league as appropriate and appoint a suitable arbiter(s).
- 5) Clubs as defined in the MCU constitution shall apply to the MCU for inclusion in the league. The structure of this league is set out in Appendix A.
- 6) Fees for entry to the league shall be determined at the MCU AGM and are set out in Appendix B.
- 7) Scoring and tie breaks are set out in Appendix C
- 8) Clubs shall put forward a team or teams for inclusion in the league. No person may participate in the league if their membership of: FIDE, ICU, National Federation or Irish Provincial Union has been suspended until such suspension has been revoked. The composition of these teams is set out in Appendix D.
- 9) Each team shall nominate a team captain who must be 16 years of age or older and whose duties are set out in Appendix E.
- 10) The controller shall correspond with the Club/team through the team captain. Should the team captain be unavailable he/she shall inform the controller and advise the controller of a deputy (who also be 16 years of age or older) and their contact details. The team captain or their nominated deputy must be present at all games.
- 11) The controller shall decide the dates, times and location of all the games and shall inform the team captains in a timely fashion.
- 12) The current FIDE Laws of Chess shall apply.
- 13) Players ICU/FIDE membership is set out in Appendix F.
- 14) Consideration of players rating and board order is set out in Appendix G.
- 15) Where a club has entered more than one team procedures are set out in Appendix H.
- 16) Promotion/Relegation is set out in Appendix I.

Appendix A (Structure)

- a) The league shall be divided in to a number of divisions as follows:
- b) Division 1, 6 teams all play all twice
Division 2, 6 teams all play all twice.
- c) Divisions may be added or removed depending on numbers.
- d) Team's eligibility for inclusion in the league shall be decided on their standing at the end of the previous season.
- e) New teams applying to join the league shall enter the lowest division.
- f) Matches to be played on the appointed date and at the appointed venue as per the schedule published by the League Controller.
- g) No postponements of matches will be allowed without the express permission of the League Controller.
- h) No postponement(s) of individual games will be allowed. The penalty for breaching this rule will be the forfeiture of the game by both parties.
- i) All walkovers must be given from the bottom board up. This rule is to be read in conjunction with the 200 point rule.
- j) Time controls:
- k) 90 minutes + 30seconds from move 1 for FIDE rated divisions
- l) 75 minutes + 15 seconds from move 1 for non FIDE rated divisions.
- m) All team captains will report results of matches within 48 hours of the completion of the match and must use the MCU Website (<http://www.munsterchessunion.org/login.php>) to report the results.
- n) A team captain may nominate another MCU member to act as their reporter in updating their results on the MCU website. The team captain shall send the reporter's name and email address to the League Controller with the request to add them as the team reporter.
- o) A 5-0 score shall be awarded against any team that fails to appear for a match. Notice of such a claim should be given to the League Controller within 3 days of the match using the e-mail account mcureresults@gmail.com
- p) Should a team withdraw from the League, their score shall stand if half or more of their total number of matches have been played and they will forfeit all their un-played matches 5-0. If they have completed less than half their matches at the time of withdrawal, then all their scores shall be cancelled but the games played will be rated.

Appendix B (fees)

Fees are as follows:

€175 for each Division 1 team if paid on or before the first match day. This fee will increase by €25 on each subsequent match day until it is paid.

€75 for each Division 2 team if paid on or before the first match day. This fee will increase by €25 on each subsequent match day until it is paid.

Appendix C (Scoring and Tie-Breaks)

- a) The primary scoring mechanism will be match points where each team receives two points for winning a match and one point for a drawn match.
- b) If two or more teams tie for any title, promotion or relegation place, a tie-break system will be used.

The order of the tie-breaks shall be:

1. Total game points scored by each team with 1 point for a win and 0.5 point for a draw.
2. Results of the teams individual match(es) between the teams.
3. Board point count, i.e. 5 points for a win on board 1, 4 for a win on board 2, etc.
4. All walkovers to be discounted (They count as won games for b and c above).
5. Elimination of the bottom board and start from the top again.

Appendix D (teams)

- a) Teams will consist of 5 players
- b) These players must not have played for any other club in any division in the current season.
- c) Each team may use one guest player per round but not on boards 1 or 2.
- d) Team are limited to two different guest players in any one season.
- e) Any player who is living in Munster or Connaught may play in the MCU Leagues. This rule to be reviewed if Connaught start their own FIDE rated League. Other eligible players may only play as guest players.
- f) All players used by a team must be added to the team panel on the MCU Website no later than the day of the match.

- g) Any game by a player not on the team panel will be treated as a walkover for scoring purposes.
- h) Where a club has more than one team in the chess league, the names of the five players comprising each team must be submitted to the League Controller before commencement of round 1. If this is not done, the team sheets from round 1 will be taken to identify the teams.

Appendix E (captains)

Each team must appoint a captain. This person (or his/hers deputy) must qualify as an individual member of the MCU.

Duties of the captain:

- a) Prepare a team sheet for each round and submit it to the controller.
- b) Deal with all matters concerning the team during the competition.
- c) Submit results as required on the web site.
- d) Ensure that their team supply 3 digital clocks (capable of using the Fisher Incremental System), sets and boards for each of their matches.

Appendix F (FIDE/ICU membership)

All players must be current members of the ICU

Any player not registered with FIDE who plays in a FIDE rated game shall be then registered with FIDE with IRL as their federation.

Appendix G (rating)

For the purposes of team selection, there is a 200 rating points tolerance, that is to say that a player may NOT play on a higher board than a teammate if current live ICU rating is more than 200 points below his team-mate's rating.

Unrated players or players left out of the rating list in error may be given a provisional/estimated rating by the Controller for the League use only.

For the purposes of the MCU live ICU rating will be used for all leagues.

Appendix H (2 teams)

Where a club enters more than one team (no matter which division) the following shall apply:

No player may be a member of two teams. Where a club has more than one team in the chess league, the names of the five players comprising each team to be submitted to the League Controller before commencement of round 1 to the above e-mail account. If this is not done, the team sheets from round 1 will be taken to identify the teams. There is no limit of the number of players who may play for a team during a season as long as it stays within Appendix D above.

Where a club has two or more teams competing in the League, players are not allowed to substitute downwards.

Players are deemed to be a member of the team that they first play for unless specified otherwise in advance by the team captain to the League Controller. This includes guest players.

Members of lower teams are allowed to substitute up twice to each team above them. They may not substitute up more than twice. If they substitute for a third time they are deemed to be a member of team.

The substitution rules apply equally whether the teams involved be in the same division or different divisions.

For the purposes of the substitution rules, first, second, third and subsequent teams will be identified by the average rating of the players on those teams. Where a club uses a pool of floating substitutes from time to time to fill in for absent team members, the substitution rules outlined above still apply.

Appendix I (promotion/relegation)

At the end of the 2017/18 season the following shall apply:

The first 5 teams in division 1 remain in division 1.

An “active” competition will take place between the bottom 3 teams from division 1 and the top team from division 2 with the winner taking the 6th place in division 1 for the following season.

From the 18/19 season onwards the following shall apply:

The bottom team in Division 1 will be relegated and top team from division 2 will be promoted.