

Regulations for Team Tournaments
Commercial Chess League of NY (CCLNY)
Effective May 2006 as amended October 2007 and May 2009

1. General

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

2. Playing Roster

(a) Each member team must submit to the Secretary before the start of the team tournament a playing roster of all their players and their ratings in the playing order that will be used during the season; and the Secretary will distribute all the playing rosters to the team captains and Tournament Director before the first match. The number of players on a playing roster can not exceed 15 players.

(b) Players are to be placed on the roster in the order of their CCLNY ratings; however, rating differences between 1 and 75 points, inclusive, may be ignored in placing players if in the judgment of the team captain, the lower rated player is actually playing better chess than the higher rated player. Players with provisional ratings based on more than 10 games must also be placed according to this 75-point rule; however, players with provisional ratings based on 1 through 10 games may be placed according to the captain's judgment of the playing strength. If a player does not have a CCLNY rating, then his USCF rating should be used to place him. If a player does not have a CCLNY or a USCF rating, then his BAL rating should be used to place him. If a player is unrated by CCLNY, USCF, and BAL, then the captain should make an estimate of the playing strength and place him accordingly. The Captain's estimate will not be used in rating the player only in placing him in the playing order. After the first game, the unrated player will have a provisional rating based on one game.

(c) If a player with a CCLNY rating has an up-to-date USCF rating and the difference in ratings is 150 points or greater, either higher or lower, then that player may substitute his USCF rating in place of the CCLNY rating and be placed on the roster accordingly with both ratings noted. In this case, the Tournament Director should replace the old CCLNY rating with a new CCLNY rating equal to the USCF rating.

(d) If a player plays out of order on a lower rated board, then for the purposes of the match and the team tournament that player shall receive a forfeit loss and his opponent a forfeit win. However, the actual result of the game will be used by the Tournament Director in rating the game.

(e) At mid-season, once half the scheduled matches for the chess season have been played, a captain may circulate a revised playing roster based on the ratings then in effect. This mid-season correction of playing rosters happens only once at the same time for all teams, and the new playing roster stays in effect the remaining matches through the end of the team tournament.

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

3. Matches

- (a) Each team match consists of four games between distinct players of two teams except when one team, or both teams, forfeit(s) one or more games, as described in 5 below. Games in excess of four do not contribute to the team score but may be played for rating only purposes and are not subject to the playing roster restrictions described in 2 above.
- (b) The team scheduled as visitors has the white pieces on boards 1 and 3 and the black pieces on boards 2 and 4.
- (c) Before the scheduled time of the match, team captains must exchange probable assigned line-ups in the approved playing order described in 2 above.
- (d) At the scheduled time of the match, if fewer than four players are available, they are assigned to boards from the first down, without gaps, unless latecomers are expected. If a gap is left and the latecomer does not arrive by one hour after the starting time, that board and all lower boards are forfeited. A latecomer may not fill a gap in violation of the playing order described in 2 above. In all circumstances, a forfeit loss on a higher board, regardless of the reason for the forfeit, forces forfeit losses on all lower boards. However, the actual result of the game(s) will be used by the Tournament Director in rating the game(s).
- (e) At the scheduled time of the match if one or more players are not available, a Captain may delay assigning players to boards only if clocks are running for such boards, and it is anticipated that a possible late arrival could affect assignments. The clock of the unassigned player runs and the opponent need not move before the assignment is made. If both sides of a game are absent, Regulation 4(b) below applies. No game may be restarted to permit reassignments.
- (f) No games of a scheduled match are to be played later than the scheduled date and time. (See 4(a) below for the only exception). If the two team captains of an upcoming match agree and a suitable playing site may be found, (a) game(s) may be played early before the scheduled date.

4. Starting Time

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

5. Forfeits

- (a) A player loses by default by not arriving within one hour after the starting time. If neither player arrives by then, no point or half-point is scored for that board for either team, unless one team had earlier conceded the forfeit. However, in no case can a team win a board by forfeit unless it has a player available. A team may designate "No Name" as the winner(s) at the forfeited board(s).

(b) A player loses by forfeit if his team is responsible for the chess equipment and a complete set of equipment is not available within one hour after starting time. (See 8 below).

6. Draws

(a) Games not played, and games in which a serious contest has not yet begun, may not be drawn by mutual agreement.

(b) CCLNY plays a sudden death clock game. (See 7(b) below). The only endings recognized as immediately ending the game as a draw before a time control claim has been made are (i) king against king, (ii) king against king with only bishop or knight, (iii) king and bishop against king and bishop with both bishops on diagonals of the same color. Additionally, a player having a bare king can not win the game; and thus a draw shall be declared if the opponent of the player with a bare king oversteps the time limit.

(c) A draw occurs if (i) the two players agree to a draw, recognizing 6(a) above is an exception to this rule, (ii) one player is stalemated, (iii) there is a three-fold repetition of the same position, including perpetual check, (iv) 50 consecutive moves have been made by each side without the capture of any piece and without the movement of any pawn, or (v) both flags are down or time has expired on both clocks and neither player is checkmated on the board (in which case the checkmated player's opponent is declared the winner regardless of time) and neither player has claimed a win on time control.

7. Time Clocks

(a) The use of time clocks is mandatory, and a game is forfeited by the team responsible for providing the chess equipment if a working clock is not available. (See 5b above).

(b) The time limit is game in 90 minutes.

(c) Digital clocks must be set to game in 85 minutes with a 5 second time delay on each move. Mechanical clocks must be set to 4:29, and time expires when the clock reaches 6:00 and the flag falls.

8. Accommodations

The team designated as the home team shall be responsible for all accommodations with respect to the match, which includes contacting the visiting team, providing an approved playing site, providing the chess equipment – suitable sets, boards, clocks, and score sheets, and for providing the results of the match to the Secretary. If the home team does not have an approved playing site, the match will be played at a site designated by CCLNY. The home team captain may make arrangements with the visiting team captain, provided the visiting captain agrees, that certain chess equipment for the match will be provided by the visiting team; otherwise all equipment remains the responsibility of the designated home team.

9. Points

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

and one match point. If each team has the same number of game points, the match is drawn and each team receives one-half match points.

10. Recording of Games

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

11. Analysis

- (a) No game may be analyzed within possible sight or hearing of either player during the time the game is in progress. No player or team captain is to make any comment, sign or gesture about the game in progress even if time expires. If one player offers a draw after he has moved, the other player may ask his team captain for guidance, who may respond, after checking the other games, only with yes, no, or your decision.
- (b) Notwithstanding the above, if the Tournament Director is present and if a player has exceeded the time control, then the Tournament Director may use his judgment and authority and declare the other player the winner of the game.

12. Capacity of Captains

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

13. Protests

The decision of the Tournament Director settles any dispute. The decision of the home team captain/home team acting captain rendered during an arbitration where the Tournament Director was not available (see 12(b) above) settles any dispute. If a team does not agree with the decision made by the Tournament Director or an arbiter as defined in 12(b) above, then the team captain of the protesting team may file a protest with the Secretary, who after ascertaining the facts from the parties involved will inform in writing the other captains of the protest and all the facts of the dispute, copying the involved parties to assure accuracy. A majority of the other captains, those who are not involved in the dispute, may overturn the decision; otherwise, the decision is final.