

Time Control Proposals

1. Paul Talbot (Wigan Knights):

Rational:

Many people dislike playing the “long game” for a number of reasons: because they find the move rate too slow and because they dislike adjournments. Sometimes players will play late into the night in an attempt to avoid an adjournment. The purpose of this proposal is to try to alleviate these problems by making a small increase to the speed of the game.

Proposal:

That the rate of play in the long game is increased to 35 moves in 75 minutes and 28 moves per hour thereafter. An adjournment may be made after both players have made 35 moves and 2 and 1/2 hours have been played. (Note all other time control options remain as stated in the 2009-2010 handbook eg. the Long game remains the default, and the fixed finish is all moves in 90 minutes.)

2. Simon Woodcock (WDCL President) / Paul Talbot (Wigan Knights):

Amend Rule 9.4 - Clocks/rate of play.

The “ Normal “ rate of play is all moves in 90 minutes.

If both players agree they can play a rate of 36 moves in the first 90 minutes and 24 moves per hour till the game finishes.

3. St Helens CC / Judy Brown:

Rationale

There is increasing opposition within the league to the default time control being the long game. In addition, there is concern regarding fixed finishes, applying the 2-minute rule etc..

The idea behind the proposal below is that if 2 players with very different views on this issue are to play each other, then a compromise time control can be used which does not use the 2-minute rule, and also finishes the game on the night. It has been introduced in other leagues and congresses in the country and is becoming increasingly popular. It's not perfect, but is more likely to suit players of both types. In addition, introducing a 'home player chooses' option restores the fairness between both long and fixed-finish players.

The Fischer rate of play has been approved by the ECF for long-play grading.

Proposal

Clocks and Rate of Play

Clocks should be started at the official (or agreed) starting time, after the opponents have agreed the rate of play. The opponent of an absent player is entitled to decide the rate of play (from the 3 options below), and may set, and start, the clocks accordingly.

The 'normal' rate of play is Fischer Time (see detail below.) For this time control to be played, at least one player must request it, and an appropriate clock must be available.

If neither player wishes to play to this time control, then the home player (so long as he arrives before the agreed start time or before his opponent), chooses which time control to use. Otherwise, the away player chooses the time control. The alternative time control options are 'long' and 'fixed-finish' (see below.)

The 3 time control options:

Fischer Time

All moves in 1 hour and 20 minutes plus 10 secs increment from move 1.

Long play

30 moves in the first 75 minutes with a time check every 24 moves per hour thereafter.

The game can not be adjourned unless it has been in progress for a minimum of 2 hours and 45 minutes.

If the game is resumed for one or more further sessions, then the away player has the choice of venue for the resumption of the adjourned game.

Fixed Finish

All moves in 90 minutes.

4. Paul Talbot (Wigan Knights):

1. Rational:

Currently, if, for whatever reason, a player needs to finish slightly earlier than normal, there is no way to guarantee that this can happen. All a player can do is play quickly and hope that their opponent doesn't play too slowly. The purpose of this proposal is to provide opportunity for both players to agree to a faster time control and guarantee an early finish time. Please note: This time format is perfectly acceptable by the ECF for grading.

Proposal:

That a new time control be allowed that may be used only if both players agree. The new time control is a fixed finish game where both players have 75 minutes on the clock for the full game. Should 2 players agree to play this time control then both players should inform their team captain of this before the start of the game to ensure that there is no misunderstanding of what time control is being played. As this timescale can only be utilised only if both players are in agreement it can not be chosen in the absence of an opponent who may be late arriving.

Game Length

1.Simon Woodcock (WDCL President):

Amend Rule 9.1 – The Official Starting time of matches will be 7:30pm **unless otherwise stated in the club directory.**

The playing session shall be for a minimum of **3hrs from the actual start of play.**

2.Colin McKinnon (Penketh Chess Club):

Rationale

In practice, clocks are not started at the official starting time, but typically between 10 & 20 minutes later.

10.30 pm is late enough for games to finish, particularly when away players may have a journey of up to 45 mins to get home.

Proposal.

re para 9.4 'fixed finish' games: The time limit for each player shall be set to 90 minutes **less any amount necessary to ensure that the game finishes by 10.30 pm.**

For example, a game starting at 7.40 should have a time limit of 85 mins. (or less if a proposal to allow a 75 min optional limit is agreed)

3.Simon Woodcock (WDCL President):

Amend Rule 9.7 - Unfinished Games. (replace opening 3 lines)

When players have agreed to play the 24moves per hour rate, as many moves as possible should be played within the first 3 hour session.

At the end of play an unfinished game is adjourned , providing that a minimum of 36 moves each have been played.

4.Ray Smith (St Helens Chess Club):

Rationale

To encourage prompt starts to matches.

Proposal

A player arriving more than 15 minutes after the official start time (7.30 p.m.) is defaulted. A substitute is permitted up until that time.

League Structure / Panel Players

1.Simon Woodcock (WDCL President):

1/ For All Divisions teams to consist of 5 Players.

AND

2/ Amend Rule 8:3 - Players who are numbered 1-3 shall not play lower than the A team, players 4 -8 not lower than the B team and players 9 – 13 not lower than the C team and so on for each group of 5 players .

2.Ray Smith (St Helens Chess Club):

Rationale

To spread competitive games more evenly among club members

Proposal

An individual playing for more than one team, can only play in a maximum of 75% of the league matches of any two teams for which he is eligible. (eg. a player eligible for teams "A" & "B" in 7 team divisions could play 12 games for the "A" team and 6 for the "B" team i.e. 18 games out of 24. This total can be apportioned to suit the convenience of the player within the range from 12 "A" to 6 "B" or 6 "A" to 12 "B". A player eligible for the "C" team, who also represented the "A" and "B" teams would be restricted to a maximum of 18 games spread over the three teams.)

Colours

Simon Woodcock (WDCL President) / Paul Talbot (Wigan Knights):

Proposal

For all Divisions.

The Home team shall be Black on odd boards, with White on even boards

Rationale :

A small change to assist the smooth running of matches, no need to toss for colours and if a team is late the home team can start the clocks without having to claim the colours.

That all 4 divisions adopt the system for deciding colours that currently applies in division 4 which is that the away team has white on odd numbered boards.

This would 'do away' with the tossing of a coin and should give all players a fairly even number of whites and blacks over the season.

Unregistered Players

St Helens CC/Judy Brown :

Rationale

At the moment, if a team play an unregistered player, then it's down to the position of the match as to whether or not it costs them a league point. Also, why should an opposing team have an enhanced board difference because they've played against an unregistered player ?

Proposal

A team playing an unregistered player forfeits the board that the player has played on, plus a league point.

NB If a player who is panelled (or should have been panelled for the club to conform with rule 8.3) to a different team plays, then they are classed as unregistered.

Board Defaults (2 Proposals)

St Helens CC/Judy Brown :

Rationale

This season, there have been far too many matches defaulted, plus a number of defaults on boards higher than bottom board, thus enabling the defaulting team to gain advantage from the default. Clubs pay their subscription to the league in order to play in matches, not to have default wins or wasted journeys.

Proposal 1

Any team that defaults on a board higher than bottom board when lower boards are playing, will receive a warning. If this happens on more than one occasion in a season, the team concerned will lose a league point for every further time that it does so.

Proposal 2

9.8 Match Cancellation

In the event of a team being unable to fulfil a fixture and defaulting the match, the defaulting team shall forfeit a league point.

The minimum number of attending players for a match to be viable is the minimum needed to gain a draw from the match (eg. 3 players in the case of a 5 or 6 board match.)

Re-arranged matches

St Helens CC/Judy Brown :

Rationale

There has been chaos with re-arranged matches this season, and games have ultimately been defaulted when with greater determination to re-arrange at the start of the season, they could have been played. The idea of the proposal below is to clarify the procedure which takes place in order to re-arrange a match.

Proposal 5

Match re-arrangements must be done as follows :-

- i) The match secretary must be notified of any agreed re-arranged fixture immediately.
- ii) The home team must then offer the away team 3 reasonable dates for re-arrangement. This must be done within a week of the original fixture and the Match Secretary informed.
- iii) The away team then has a further week in which they must agree a new date and inform the Match Secretary.

Once a match has been re-arranged, then no further re-arrangements are permissible.

If either stage (ii) or (iii) is not completed, then the Match Secretary will award the match to the opponents of the team which has not completed the appropriate stage.

If stage (i) is not done before or on the original date of the fixture, then the match is double-defaulted.

Definition of reasonable: Dates must be: - Not all the same week, a minimum of 2 week-nights, not on bank holidays, not between 23rd December and 1st January inclusive, and not on a night when the away team already have a fixture (note team not club.)

Grading Games

Paul Talbot (Wigan Knights):

Proposal

That Games that have been adjourned and finished on a later date should not be sent for grading as it cannot be certain that the players involved have not consulted other players or a chess computer regarding the position. How can someone be awarded grading points when they may have been told how to draw or even win a position by their club's best player or by a computer?

Voting at the AGM

Paul Talbot (Wigan Knights):

That all who attend the AGM should be allowed to vote at the meeting and the vote not restricted to just a certain number of representatives from each club. The object of this proposal is to encourage greater attendance at the AGM. Currently a club need only send 1 or 2 representatives according to how many votes they have. This proposal will make it worthwhile for all members to attend.

WDCL Rules

Jonathan Smith (Culcheth-Lymm):

Proposal

"That the league forthwith appoint a rules committee, to consider the league rules, check the same for consistency and fitness for purpose and to ensure that the same accord with the will of the league as recorded at previous AGMs from time to time. That the committee be asked to report to the League Executive/Committee by 1st March 2011. Further and thereafter that the committee's conclusions be embodied in a revised set of rules for consideration and adoption at an AGM in June/July 2011."

Cup Games – First Round

Gareth Ellis (Widnes Chess Club):

Proposal

That the first round of each cup / trophy competition be played at Winwick.
A separate night for each competition with all matches played at the same time.

Reason :

Reduces the amount of traveling and defaults, makes it a more social and interesting event, might even attract non players on the night.

OTB (over the board) chess is losing members to internet chess and other activities, this might help to keep what players are left.

Cup Games Eligibility

Paul Talbot (Wigan Knights):

Proposal

The league initiate a pool of floating players which may be utilised by anyone who needs them for cup matches. Anyone who wants to play extra games can volunteer to be included in the pool. So, say for example, if a team can only get 5 players for a Pen cup game they could contact any of the players from the pool list and play them on the empty board or boards. You would have all the normal handicaps that apply for cup matches i.e. must come under grade limit and the points handicap for the Pen Cup, but the pool player (or players even) only score half the normal points i.e. a pool player wins their game the team scores 1/2 a point for that board with the opposing team 0 as usual. A pool player draws the team scores 1/4 of a point and the other team 1/2 a point as usual. You can't play a pool player against the club they normally play for in the league.

(The idea for this proposal is to help eliminate defaulted boards and/or matches for cup games.)

Trophy Expenditure

Simon Woodcock (WDCL President) :

Proposal

For all Divisions and Cup Comps.

To reduce costs , I propose that we award the Traditional Cups and Shields to the winners but not the individual small trophies, replacing the normal 6 individual shields with 1 awarded to the Club instead.

The only individual trophies awarded should be for the “Best Player” in each division.