

CHESS FRIENDS of NORTHERN CALIFORNIA, INC.

RULES and REGULATIONS GOVERNING INTER-GROUP MATCHES

I. Schedule of Play.

1. All matches should be played in order scheduled.
2. Matches will be played at the home teams's regular meeting time. Where traveling distances exceed 25 miles, it is suggested that matches be played on a Saturday or Sunday afternoon.
3. Postponement of a match must be by mutual agreement of both captains. Match must be played within 30 days. Tournament Director must be notified at time of postponement.

II. Rules of Play.

1. The Official Code of the International Chess Federation will be observed in all games.
2. Team Captains will toss for colors for board one. Colors will alternate on succeeding boards.
3. A board is forfeited if manned by an ineligible player.
4. Lineups of opposing teams should be written up by the Team Captains prior to the match. No change in lineup is permitted after opposing player or players are present.
5. At starting time, if a player or players in lineup is absent, a substitution must be made at that particular board by a member not already in written lineup, otherwise board is forfeit.
6. Six board match is official. Forfeits will apply on less than six boards.
7. Clocks will start at 8:00 p.m. No grace period is allowed. No player can refuse to play with a clock. Where clocks are used, score must be kept by both opponents. All games stop at 11:00 pm. Games must be adjudicated at 11:00 p.m. Players and Team Captains may adjudicate position. If no definite result can be reached, position must be sent to Tournament Director for final adjudication. If a player involved can demonstrate a win, he is requested to include analysis with position.
8. No adjourned games are permitted.
9. Play will be at the rate of 40 moves for 1½ hours*.

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10. If mutually agreed extra boards may be played, but not for official score.
11. Saturday, Sunday and holiday play may be held by mutual agreement. The rate of play will be 40 moves per $1\frac{1}{2}$ hours, and 10 moves per $\frac{1}{2}$ hour thereafter. Games are to be finished.
12. Any question regarding rules of play should be submitted by Team Captain to Tournament Director for decision. Team Captains present all question regarding members of team to Tournament Director.

III. Composition of Team, Eligibility of Players and Fees.

1. Each team is to consist of six players.
2. Classification E board #1 only.
" A boards #1, 2 and 3.
" B boards #1, 2, 3, 4 and 5.
" C boards #1, 2, 3, 4, 5 and 6.
3. A team player may transfer from one team to another only once in a given schedule. Team Captain must report transfer to Tournament Director before game result or with game result.
4. All players must be paid up members of Chess Friends of Northern California, Inc.
5. The board fee for inter-team match will be \$3.00 a team for one year. Money collected as board fee will be reserved for trophies for each respective league.

IV. Classification of Players.

1. All team players will fall into one of the four following classifications:
E---EXPERT
A---ADVANCED
B---INTERMEDIATE
C---AVERAGE
2. Expert classification is determined only by the Governing Board of Chess Friends of Northern California, Inc., or, if player is officially recognized as Expert by the United States Chess Federation.
3. Classification of new team members will be initially determined by Team Captain.

V. Promotion and Demotion of Players

1. All promotions and demotions will be determined at the end of a tournament schedule.
2. Promotions of B and C players will be based on a 70% average.
3. A players who suffer three successive losses will be demoted to B. A draw interrupts the series.
4. B players cannot be demoted.

VI. Scoring Results of Match Play.

1. Final standing of a team will be on the basis of number of matches won as recorded by the Tournament Director.
2. Tied matches score $\frac{1}{2}$ win.
3. When all matches have been played, and two teams are tied, individual game scores will decide.
4. Results of matches and positions for adjudication must be mailed to the Tournament Director by the Team Captain of the winning team within three days after date of match. Try to enclose games of interest for possible publication.
5. Tied or doubtful matches should be reported by the Captain of the Home Team.
6. The League Champion will be the team which has the most wins according to the records of the Tournament Director.
NO RESULTS**NO CREDIT!

*Concord team clocks start at 8:30 p.m. Concord team rate 35 moves per hour and fifteen minutes. If Concord and Opposing Captain agree to later curfew, the rate of 40 moves per $1\frac{1}{2}$ hours must be played.

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Revised 10/21/55