

Cornwall County Chess Association

Minor League Rules

1. The competition is annual and open to all affiliated clubs.
2. Clubs may enter as many teams as they wish.
3. The composition and playing arrangements will be determined at a Management Committee meeting prior to the commencement of the season.
4. Four points will be awarded for a win, two for a draw and one for a loss. No points will be awarded to a team that defaults a match.
5. If two or more teams finish level on match points, the tie shall be broken on the basis of average game points per match played, with defaulted matches disregarded. If this fails to break the tie, the trophy shall be shared

6. Fixtures

- a) Prior to the commencement of the competition the league secretary will issue a fixture list showing the dates on which matches are to be played. Matches must be played on the specified dates.
- b) Matches shall be played on the dates specified in the definitive fixture list. A club failing to fulfil any fixture shall lose the match by default unless it successfully claims that it could not fulfil the fixture because of an unavoidable emergency. The decision of the League Secretary shall be final in relation to any such claim.

7. Composition of teams

- a) The competition is restricted to players rated below 1500
- b) Teams will consist of four players. The average rating of the players in a team may not exceed 1300. Where a team is unable to field four players, any absent players whose boards are defaulted, will be assumed to be rated 1100.
- c) The penalty for exceeding the permitted rating total will be the loss of the points on the highest-scoring board of the offending team.
- d) No restrictions shall apply to any unrated player who has never had a published rating nor to any junior with a published grade lower than 1200.

8. Conduct of matches

- a) Each player will play two games against his or her opponent, one with white and one with black. The team scoring most game points will be the winner.
- b) All games will be played under the provisions of the FIDE Laws of Chess applicable to rapid play games, except that a first illegal move in a game shall result in 2 minutes being added to the time available to the non-offending player and a second illegal move (by the same player in the same game) shall result in loss of the game.
- c) Each player will have 30 minutes for all the moves with 15 second increments from move 1.
- d) Play will start no later than 7.30 p. m unless the team captains agree to an earlier start.
- e) Where a pairing involves a junior player the second game will commence no later than ten minutes after the end of the first.
- f) Colours will be decided by the toss of a coin. The winner of the toss will have the White pieces on the odd-numbered boards in the first round of games and Black on the odd-numbered boards in the second round of games.
- g) The full score of each match is to be sent to the organiser within seven days by both sides.

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9. No player may play for more than one club in any season unless eligible under rule 7(d).
10. The entry fee, if any, will be determined by the Association in General Meeting.
11. Where he is of the opinion that it would not be appropriate for him to make a decision on any matter in which his club has an interest, or if it appears to him to be necessary for the efficient administration of the competition, the Organiser may delegate this duty to any other officer of the Association.
12. The games will be rated as rapid play games.
13. Changes to these rules will be made only by the Association in General Meeting.

6th June 2025