

Proposal 1

Minor KO Cup – Ungraded Players

Proposer: LMC

Explanation

The current rule states that ungraded players playing in the Minor KO should use a grade of 135 (the average grade for the competition). However there are players who return to chess and have no grade but are obviously stronger than this grade. These players will have a grade from previous years and it seems sensible to use their last published grade.

There is also a small inconsistency within the rules where 5.3f contradicts other Minor KO rules.

Proposal

Delete Rule 7.3b

~~7.3b Where a player has no ECF grade, his ECF grade shall be deemed to be 135 for the purposes of determining eligibility~~

And replace with :-

7.3.b Where a player has no current ECF grade they shall use firstly their last published standard grade. Failing that they shall use their last published quickplay grade. Failing that they shall use a grade of 135.

Remove the wording “and for the Minor knock-out competition” from rule 5.3f

5.3f The Match Secretary shall publish at the start of each season a set of Grading Thresholds for each division ~~and for the Minor knock-out competition~~. The July ECF grading shall be used throughout the season for eligibility purposes.

Proposal 2

FIDE Rules

Proposer: LMC

Explanation

To include a rule stating that clubs must have a copy of the latest FIDE rules available.

Proposal

Change Rule 3.2a from :-

3.2a All games shall be played in accordance with the latest Laws of Chess published by FIDE [currently July 2014].

To :-

3.2a All games shall be played in accordance with the latest Laws of Chess published by FIDE [currently July 2014]. **Each club must have a copy of these laws available at their home matches.**

Proposal 3

Mobile Phone Penalties

Proposer: LMC

Explanation

The current rule states that any player whose mobile phone is switched on at any point during the game shall immediately lose the game. It is felt that this punishment is too severe for something that is invariably an honest mistake.

Proposal

Delete Rule 3.2e

~~3.2e Any player who:~~

~~☒ permits a mobile phone to be visible in the playing area; or~~

~~☒ permits a mobile phone to be audible in the playing area; or~~

~~☒ makes, sends or responds to a mobile phone call or SMS message in the playing area~~

~~shall lose the game. A player who is obliged by circumstances to have his mobile phone activated in the playing area (e.g. doctor on call) must inform both team captains in advance.~~

And replace with :-

3.2e Any player whose mobile phone makes an audible noise shall have their opponent awarded an extra two minutes for the first offence claimed, and shall lose their game for any subsequent offence during the same game.

A player who has a reasonable necessity may request permission of the captains to keep their phone switched on in silent mode.

A player who, without such permission, makes or answers a phone call or text or consults a mobile phone in any way other than to switch it off shall lose their game immediately.

Proposal 4

Incremental Time Limits

Proposer: David Buckley

Seconder: Horia Bogdan

Explanation

To change the time limits of League competitions to introduce 10 second increments in games.

Proposal

Change Rule 3.3c and add a new rule 3.3d renumbering subsequent sections as necessary.

~~3.3c. The playing time shall be that all moves shall be completed in 1½ hours and quickplay finishes (Rule 4) shall apply. An alternative time limit of 65 minutes may be agreed if juniors are involved.~~

And replace with :-

3.3 Playing Sessions & Rates of Play

~~c. Where suitable digital clocks are available and the playing venue allows sufficient time, the standard rate of play shall be 80 minutes on the clock for each player, with additional time of 10 seconds after each move. An alternative of 55 minutes with additional time of 10 seconds per move may be used by agreement between the players for any game in which a junior is playing.~~

~~d. In other circumstances, or where captains agree, an alternative time of 90 minutes for all the moves may be used. The time for juniors, by agreement between players, may be set at 65 minutes. In these cases Rule 4 shall apply.~~