

BDCL Rules changes assistance for 2015/16

1. In All matches commencing this season, the AWAY TEAM will have choice of game mode ie:-

Adjournment or
Fast Finish (quickplay or incremental)

2. Where an Away Team have selected the Fast Finish option, then the HOME TEAM will have choice of time control (providing suitable digital clocks are available.) ie:-

a) 30 moves in 75 minutes followed by an additional 15 minutes to complete the game ("quickplay").

b) 30 moves in 70 minutes followed by an additional 10 minutes to complete the game with 10 seconds per move added throughout ("incremental").

3. Where an Away Team have selected the Adjournment option, then the default time control is :-

30 moves in 75 minutes with a minimum first session period of 2 ½ hours (as currently).

However other time control options are available within the BDCL Rules upon agreement between any two teams/players.

4. Any TWO OPPOSING PLAYERS, may agree a different game mode of play prior to the start of a match, to that specified by the Away Team. They may agree whatever time control they prefer within the options provided by the League as set out under Rule 9.2 and 9.3 in the handbook or the Rules and Docs section on the BDCL Website.

However if a player should arrive after the start of a match he has to accept the Game Mode selected by the Away Team and in Fast Finish matches the option selected by the Home Team (quickplay or incremental).

5. The Team Captain must indicate on the match card the game mode for each board ie:-

- a) Adjournment
- b) Incremental
- c) Quickplay

Club Requirements

Each Club must notify the League of the Game Mode for each of its Teams at least 5 days prior to the commencement of their first match.

Guide notes for Teams, Captains and Individuals

6. Each TEAM **must** select their choice of Game Mode prior to the start of the season for their AWAY matches :-

Adjournment or Fast Finish.

7. Each TEAM would be wise consider their choice of Time Control for Home matches where the visiting Team have selected the Fast Finish option :-

Incremental or Quickplay (however this can be done/changed on a match by match basis and obviously subject to digital clocks being available)

8. TEAM CAPTAINS **must** notify the Records Secretary of the mode of play for each board in a match :-

- a) Adjournment
- b) Incremental
- c) Quickplay

9. Each INDIVIDUAL PLAYER should consider whether he wishes to offer an alternative game mode option to the opposing player for each match – where the opposing Team will be playing a game mode different to his own preference – even if it is different to that selected as the preferred option for his own team.

e.g. – the away team are fast finish and the home team select an incremental time control – an offer to play on a quickplay/adjournment basis could be made by either player.

e.g. – the away team are adjournment – an offer to play fast finish at either agreed option (quickplay or incremental) could be made by either player.

e.g. – the away team are adjournment – an offer to play at a longer initial time control than the “default” could be made by either player.

Note – If any TEAM (Home or Away) requires all of its boards to play the same Game Mode/Time Control in any/every match they play, then the opposing Team or any opposing Individual cannot force anything different upon that TEAM.

Guidance Notes to Team Captains

10. In order to ease the setting up for home matches it would be wise for the Home Team Captains to know in advance of their Teams choice of time control should the Away Team be a Fast Finish team (see note 2 above).

11. In addition, it would be helpful for BOTH Team Captains to know each individual players (including match reserves) preference of game mode, so an initial suggestion could be made to the opposing captain at the exchange of match cards.

e.g. boards 1 and 6 would be willing to change game mode/time control – etc

e.g. boards 3, 4, and 5 don't want to accept any change – etc

12. Boards and clocks could be set up as normal in advance on match night, based on the Away Team game mode and the Home Team time control preference, then any individual board changes to clocks can be made as appropriate.

13. Prior to the start of each match it would be an idea (optional) for the Home Captain to confirm the game mode/time control for each board :-

e.g. Board 1 will be played on an incremental basis 30 moves required in the first 70 minutes plus an additional 10 minutes to complete the game with an increment of 10 seconds per move throughout, the remaining boards 2 to 6 will be played on an adjournment basis at 30 moves in 75 minutes first period.

e.g. Boards 1, 2 and 6 will be played on quickplay basis with 30 moves required in the first 75 minutes plus 15 minutes to complete the game, the remaining boards will be played on an incremental basis 30 moves required in the first 70 minutes plus an additional 10 minutes to complete the game with an increment of 10 seconds per move throughout.

Chess Rules Note

When a game is being played on an Incremental basis and a player is in the last 5 minutes of the time control, he can stop recording moves (as is normal in any standard play game) In Addition, the player does not have to recommence recording moves because the 10 second increment takes his clock back above 5 minutes.

Note – The full set of Rules are detailed in the BDCL year handbook, supplied to all Clubs.