

- Entrants must be affiliated to BCCA. **Unattached entrants should add £10 (ten) to their entry fee.

INDIVIDUAL COMPETITION RULES SYNOPSIS

1. The competition is open to any player affiliated to the Bucks County Chess Association, through club membership or individual subscription.
2. In each pairing, the first-named player shall have the white pieces. The player with the black pieces shall have choice of venue.
3. Black shall contact white to arrange the date, time and venue for each game not later than the third day of the scheduled month of play. It is also black's responsibility to provide all playing equipment (clock, board and chess set).
4. Each player shall make at least 35 moves in 75 minutes on his own clock, then both clocks shall be turned back 15 minutes, and the game completed in the time remaining. If a flag falls before the game has finished, the player who has not reached the time limit shall be the winner, subject to the conditions of Rule 7 being met. Note: "35 moves in 75 minutes" may be reduced to "30 moves in 60 minutes" when limited time is available.
5. Except in special circumstances the clock shall be placed at the left hand of the player with the white pieces. The clock button shall be pressed by the hand used to make the move. Only one hand may be used to move the pieces.
6. Each player must keep an up-to-date game score until less than FIVE minutes remain on his/her clock. Note: A draw by repetition of moves cannot be claimed unless an up-to-date score-sheet has been kept.
7. To win a game on time, a player must claim such a win by stopping the clock, and must have sufficient mating material. If both flags have fallen and it is impossible to establish which fell first, the game is drawn.
8. Illegal moves do not necessarily lose. If an illegal move is claimed, the clocks shall be stopped for verification, and the player in error (claimant or opponent) shall concede a time addition of two minutes to the opposing player's time remaining. A second offence shall be similarly penalised, but a third shall forfeit the game. For penalty purposes only, an illegal move is not deemed complete until the opponent's clock has been restarted, and to continue the game, a legal move must be made with the same piece.
9. A player may claim a draw when he/she has less than two minutes remaining on his/her clock and before his/her flag falls. This concludes the game. The claim must be on the basis that:
 - a) the opponent cannot win by normal means, or
 - b) the opponent has been making no effort to win by normal means.

In a) the claimant must write down the position and the opponent must verify it.
In b) the claimant must write down the final position and submit an up-to-date score sheet, which must be completed before play has ceased. The opponent must verify the score-sheet and the final position
10. A player must claim immediately if the opponent infringes the rules during play (e.g. an illegal move, failure to record the moves etc), and stop the clock for verification and correction of the situation. If the game is allowed to continue without correction, the infringement will be deemed condoned, and the result of the game shall stand.
11. In the event of a dispute, the FIDE Laws of Chess, on which these rules are based, shall apply. The clocks shall be stopped and the times and position recorded on the score-sheets, which shall be kept up-to-date. Both players shall submit their claims to the Controller within one week of the game, with completed score-sheet and any written comments they wish to be considered. Failure of either player to submit a written claim within the time limit may result in the opponent's claim succeeding by default.
12. Black shall inform the Controller of the result by the seventh day of the month following that scheduled for the game.
13. In exceptional circumstances, a game may be played after the scheduled month by mutual agreement, but black must inform the Controller of such an arrangement. Games may be played before the scheduled time, provided that this does not delay the schedules of others.
14. If there is more than one division in the competition, promotion and relegation shall be on the basis of two-up/two-down for divisions of six or more players, and one-up/one-down for less than six players.
15. Players may be defaulted for unreasonably failing to make, agree or comply with arrangements for games. Anyone who experiences difficulties in contacting an opponent should inform the Controller without delay.
16. It is the responsibility of any competitor to advise the Controller and his/her remaining opponents of any change of address or contact telephone numbers during the season.