

CUMBRIA CHESS ASSOCIATION

(Founded 1884 as the Cumberland Chess Association)

Affiliated to the Northern Counties Chess Union and the English Chess Federation.

CONSTITUTION

Revised July 2015

1. TITLE AND OBJECTS OF THE ASSOCIATION

The Association title shall be 'The Cumbria Chess Association'. Its objects shall be to promote, encourage and foster the playing of chess and to advance the interests of chess players in the Area by:-

- (i) Affiliation to the Northern Counties Chess Union and the English Chess Federation.
- (ii) Matches in competition between its own affiliated clubs and with other Associations, also matches and competitions between individual affiliated members.
- (iii) Participation in such other activities of the NCCU and the ECF as may be practicable.
- (iv) Any other means applicable and desirable.

2. MEMBERSHIP OF THE ASSOCIATION

- a) The Association shall consist of all chess clubs in the Area which affiliate by requiring no fewer than four of its members to pay an annual registration fee to the Cumbria Chess Association as determined at the AGM.
- b) The Association shall encourage Cumbria chess players to become members of the ECF, and, except as set out in section 4(1)(b) of this Constitution, require players to have both Cumbria and ECF membership in order to play in Cumbria Chess Association team events.
- c) All members of affiliated clubs and Associate Members, who are in good standing and have paid the annual registration fee, shall be fully accredited members of the Association and entitled to all the rights and privileges thereof, including the right to vote at a General Meeting.
- d) A player eligible under existing ECF Rules to represent the County in the Counties Championship may become an Associate Member upon payment of the appropriate

fee.

- e) The Secretary of each Affiliated Club shall supply to the Membership Secretary a list of members to be registered, together with the appropriate fees. Names and fees for new members to be registered shall be submitted as they arise.
- f) Affiliation or Membership may be withdrawn from any Club or individual by a majority vote of not less than two-thirds of the members present and voting at an Annual or Special General Meeting. The Association shall not be bound to give any reason for such withdrawal.

3 **MANAGEMENT OF THE ASSOCIATION**

- a) The Officers of the Association (who shall be elected at the Annual General meeting) shall be:- President, Treasurer, Secretary, Auditor, League Controller, Match Captain(s), Correspondence Captain, Grader, Membership Secretary, Junior Organiser(s), Press Officer, Webmaster, NCCU Delegates and ECF Delegate, all of whom shall be Honorary. All Officers serve for a maximum of one season before a fresh election is held. Newly elected officers take up their duties immediately on appointment.
- b) Also elected at the Annual General Meeting shall be such Vice-Presidents as shall pay an annual subscription as determined by the Annual General Meeting and Honorary Vice-Presidents whom the Association may wish to honour for life without any obligation to subscribe.
- c) The management of the Association shall be in the hands of an Executive Committee comprised of the President, Treasurer, Secretary, League Controller and Junior Organiser. Such Committee shall have the power to deal with normal management, administration and non-constitutional matters arising during its term of office.
- d) Additions to, or alterations of, the Constitution may only be made at an Annual General Meeting or Special General Meeting. Such items must be notified to the Secretary, in the case of the Annual General Meeting, four weeks prior to the Meeting for inclusion on the agenda. Amendments or alterations to such motions may be made and passed at these General Meetings.
- e) The Annual General Meeting shall be held on the first Saturday in June or such other date as shall have been fixed at the previous Annual General Meeting. The Annual General Meeting should be held at a club venue if possible and at zero cost to the association. At least two weeks' notice of agenda and venue shall be given to all members through the Club Secretaries, and to Associate Members.
- f) The purposes of the Annual General Meeting are:
 - To receive and approve the Treasurer's Annual Statement of Accounts, which will previously have been audited by the Hon. Auditor.
 - To receive the Annual Reports of the Officers and of the Rules Committee.
 - To present trophies and prizes

- To elect the Officers and any additional Vice-Presidents and Honorary Vice-Presidents
 - To appoint an Honorary Auditor
 - To define and determine the annual subscriptions/fees payable
 - To consider amendments to the Constitution of which the required notice has been given
 - To transact other business included on the Agenda
 - To consider any other business at the discretion of the President
- g) With the exception of a proposed withdrawal of affiliation, all resolutions shall be determined on a simple majority of votes cast. Any attendee with the right to vote at the commencement of a General Meeting, retains that right until the end of the Meeting, unless the attendee is disaffiliated under 2 (f)..
- h) A Special General Meeting shall be called by the Executive Committee to discuss and deal with any business of a special character, acting either upon its own responsibility or upon a requisition of not less than twelve members representing at least three clubs. The Special General Meeting must be held within four weeks of such a requisition. At least two week's notice of agenda and venue shall be given to all members through the Club Secretaries, and to Associate Members.
- i) The Secretary shall record the proceedings of a General Meeting, including all resolutions dealt with, in Minutes which shall be produced and distributed to Officers and Club Secretaries within four weeks. Such Minutes will subsequently be presented, but not generally distributed, for formal approval at the next Annual General Meeting.
- j) All resolutions passed at an Annual General Meeting or Special General Meeting shall be carried into effect by the Secretary or other Officer concerned, with such assistance as may be required from the Executive Committee.
- k) Championships shall be conducted in accordance with Rules attached as Section 4 to this Constitution. Copies of the Rules shall be distributed, as appropriate, by the League Controller.
- l) The Secretary shall keep a record of the results of all Tournaments, Competitions and Matches held under the auspices of the Association.
- m) A copy of this Constitution shall be presented to each of the Officers and to all Club Secretaries.

4. **RULES FOR CHAMPIONSHIPS**

(1) **General**

The Association Championships shall be contested annually and shall consist of:-

The CLUB Open League
Championship

The winners to hold the "Walker"
cup for the current year.

The CLUB Cumbria South
League Championship

The winners to hold the
"Association" Cup for the current
year.

The CLUB Handicap Knock-out
Championship

The winners to hold the
"Whitaker Trophy" for the current
year.

The INDIVIDUAL
Championship
(winner of the open section)

The winner to hold the "Higgins"
Castle for the current year.

The INDIVIDUAL MAJOR
Championship (under 150)

The winner to hold the "Keswick
Hotel" Knight for the current year.

The INDIVIDUAL MINOR
Championship (under 125)

The winner to hold the
"Greenhalgh Trophy" for the
current year.

The INDIVIDUAL JUNIOR
Championship

The winner to hold the
"Chambers" Cup for the current
year.

Such other Championships as
may be instituted.

- a) Club Championships are open to teams of any affiliated club or from conjoint teams drawn from two individual affiliated clubs. The entry of a conjoint team shall be at the discretion of the League Controller.
- b) In order to encourage new players to play in the Association Championships, new players may play two games in total within any of the Championships without registering with the Association. These players must be registered with both Cumbria and the ECF thereafter. In the event that a player only plays one or two games and does not register, the club shall be responsible for the Game Fee.
- c) Except as provided in paragraph 4(1)(b) above, no club or player may compete if the annual registration fee is unpaid and teams competing in the Club Championships shall consist only of bona-fide club members registered with the Association. Any club playing unregistered players other than as excepted by paragraph 4(1)(b) above shall forfeit the game on that board.
- d) If the holder of any Championship is not challenged in any season, such club or player shall be deemed the holder for that season.
- e) Cups and trophies are the property of the Association and must be returned for the next Annual General Meeting. Cups and trophies are presented on the understanding that they remain within the County. A holder unable to comply must return the cup or

trophy to the Association at once.

- f) All games shall be governed by the "Laws of Chess" as published by FIDE.
- g) In the event of a dispute, in the Club Championships, the matter shall be referred to the team captains for a decision; if they fail to agree, the matter shall be referred to the League Controller for decision. In the case of a claim for a draw in accordance with the FIDE Rules for Quickplay finishes, this provision shall also apply in the first instance.
- h) Any club or player may appeal against the decision of the League Controller in writing to the Association President who, in determining the resolution of the issue, may, at his discretion, form an Appeals Committee of three disinterested parties, not including the League Controller who made the original decision.
- i) Any matter not covered in these Rules shall be decided at the discretion of the League Controller.

(2) Club League Championships

- a) In the event of their being more than 11 teams seeking to play in the Club Open League, the League may be split into A & B sections with allocation between the two leagues at the discretion of the League Controller. In this event, there shall be a play off between the top teams in each section to determine the title winner.
- b) Teams shall consist of four players, and any club playing fewer than this number shall forfeit the unplayed game or games.
- c) No one may play for more than one club in the same League in the same season.
- d) Where a club has entered more than one team in a League then, once a player has played 4 games for one team, that player cannot play more than 3 games for any other team in that league.
- e) Teams shall be played in board order based on the estimated playing strength of the team members. This will normally be based on the current ECF Grading List and List of Estimated Grades. Board orders must be revised as necessary during the playing season when the January Grading List is issued.
- f) For the purposes of the above paragraphs, if a club's estimates of playing strength differs from grading order, according to the grades published in the current ECF Grading List and List of Estimated Grades, then evidence of playing strength must be submitted to the League Controller. In this case, should the League Controller agree, the estimated grade of the player(s) affected will be used for that season.

- g) Matches shall be arranged as stipulated in the Fixture List. The match shall be played on the date given in the Fixture List unless both teams agree an alternative date. The League Controller shall endeavour, in so far as is practicable, to establish fixture dates that enhance flexibility of player selection for Clubs with more than one team, and that utilise the available dates in the full season from September to May on an even basis.
- h) If a match cannot be played on the stipulated date in the Fixture List and an alternative date cannot be mutually agreed, then the Home team should, before the originally stipulated fixture date offer two dates giving at least two weeks notice thereof. If the Home team does not do this then they forfeit the match. If the Home team makes these offers and the Away team cannot agree to either date then the Away team forfeits the match.
- i) The Home Team is responsible for providing all necessary equipment and for arranging the venue, and must provide confirmation of the arrangements to the Away Team at least two weeks before the stipulated or agreed fixture date.
- j) Before a match begins, the captains shall exchange their team lists written out in order of playing strength and no subsequent alteration shall be permitted. If a team knowingly has insufficient players, it must default the bottom boards first.
- k) The away team will have white on the odd numbered boards.
- l) One game only shall be played between each pair of players. Clocks must be used, and in all such games the time limit shall be all moves in 1½ hours (in an evening match) or all moves in 2 hours (in an afternoon match), subject to the FIDE Rules for Quickplay finishes and Rule 4(1)(g) of this Constitution.
- m) At the agreed commencement of the match, all clocks must be started. The game of any player still absent shall be forfeited after 30 minutes if the game is being played with 1½ hours each for all moves or after 1 hour if the game is being played with 2 hours each for all moves.
- n) Matches shall be decided by the total of match and game points for each team. One game point is awarded for each won game and half a point for a drawn game. Two points shall then be added for an overall team win or one point to each team in the event of a draw. Defaults count as a win unless both players default.
- o) In the event that a match is not played by the mutual agreement of both teams, no points shall be scored by either team.
- p) Within one week after the match is played, both teams shall send one copy of the match score sheet to the League Controller.
- q) The League Controller shall have the power to default and impose a penalty of up to four points on teams who do not participate in the competitive spirit of the League or

otherwise bring the game into disrepute.

- r) In the event that two or more teams share the same points their league positions shall be determined by applying each of the following criteria in turn until a clear order is established:
- a. the team that has won most matches.
 - b. the team with most individual game wins.
 - c. the total points scored in the match or matches between the relevant teams
- If the teams are still tied then the title shall be shared.

(3) **Club Handicap Knock-out Championship**

- a) Teams shall consist of four players, and any club playing fewer than this number shall forfeit the unplayed game or games. No one may play for more than one team in the same season.
- b) Lots shall be drawn at the commencement of the competition and then after each round to determine the pairings for the next round. The first team drawn in each pairing shall be the Home team.
- c) Matches shall be completed in each round on the date specified by the League Controller unless both teams agree an earlier date. The Home Team shall notify the Away Team of the venue at least two weeks before the fixture date.
- d) If a match cannot be played on the specified date and an alternative date cannot be mutually agreed, then the Home team should, before the specified date offer two dates giving at least two weeks notice thereof. If the Home team does not do this then they forfeit the match. If the Home team makes these offers and the Away team cannot agree to either date then the Away team forfeits the match.
- e) The Home Team is responsible for providing all the necessary equipment.
- f) Before a match begins, the captains shall exchange their team lists written out in order of strength using the criteria set out in paragraphs 4(2)(f) and 4(2)(g) above, and no subsequent alteration shall be permitted. Ungraded players may only compete if an estimated grade is obtained from the County Grader prior to the game's commencement.
- g) Colours shall be determined by the toss of a coin with the winner choosing the colour it wishes to play on the odd numbered boards.

- h) One game only shall be played between each pair of players. Clocks must be used, and in all such games the time limit shall be all moves in 1½ hours (in an evening match) or all moves in 2 hours (in an afternoon match), subject to the FIDE Rules for Quickplay finishes and Rule 4(1)(g) of this Constitution.
- i) At the agreed commencement of the match all the clocks must be started. The game of any player still absent shall be forfeited after 30 minutes if the game is being played with 1½ hours each for all moves or after 1 hour if the game is being played with 2 hours each for all moves.
- j) Teams shall be handicapped as follows:

Excluding defaulted games, gradings of each team's players will be added together and the difference between the teams' total grades will determine the Match Points Handicap as in the following table:

Total grade difference	Match points handicap
200 - 163	3½
162 - 138	3
137 - 113	2½
112 - 88	2
87 - 63	1½
62 - 38	1
37 - 13	½
12 - 0	0

- k) If, on any board, there is a grade difference of more than 50 points, then the difference shall be counted as only 50 and the Total Grade Difference be adjusted accordingly.
- l) On completion of the match, the Match Points Handicap shall be deducted from the score of the higher-graded team. If the scores are then level, the elimination of the bottom board(s) shall apply (each time using the above table) until a winner is

resolved. If the scores are still level, then the winner shall be the team whose total grades are the lower; if the teams' total grades are equal, then the winner shall be decided on the toss of a coin.

(4) **Individual Championships**

The Individual Championships shall be held annually at a venue decided by the competition organiser. The AGM will decide which region is to hold the event which normally will be held in the North, Centre and South of the County in rotation. The Championships shall be run according to the 'Guidelines for the Championships' and under the auspices of Cumbria Chess Association.

Guidelines for Individual Championships

- a) The Championships shall be organised in such a way as may be decided from time to time by the AGM.
- b) Championships must be concluded by 30 April.
- c) The Individual Major Championship shall be restricted to players with a grading not exceeding 150 and the Minor Championship shall be restricted to players with a grading not exceeding 125. The Individual Junior Championship shall be restricted to players who will not have attained 18 years of age on the first day of a season i.e. 1st September.
- d) Each Section Open, Major, Minor (formerly Major, Minor and under-100) shall be run according to Swiss Pairing Rules. (If organisers are unsure of the rules, details are on the Website or contact County officials). The Cumbria Individual Championships shall be run as an 'Open' competition ('Open' meaning open to players outside Cumbria) and require all players to be ECF members.
- e) The event shall take place over a designated weekend including: First Round Friday evening, 2 rounds Saturday and 2 rounds Sunday.
- f) Time limits shall be set by the Championship Controller – as a guide, use 2 hours each on the clock (no fast finish). (Less time can be allocated per game, but should be no less than 1.5 hours each.)
- g) In the event of two or more competitor's being tied for first place after the scheduled number of rounds, each of the said competitors having gained the same total number of points, the Championship shall be decided in accordance with the following rules for tie-splitting.

In order of consideration to resolve the tie-break:

1. Sum of Progressive Scores. These shall be the sum of scores a player has after each round, e.g.: if a player has 4 points, wins his first three games and draws his last two games his score is the sum of '1, 2, 3, 3.5, 4 = 13.5' whereas if someone loses his first game and wins the next four, the sum is '0, 1,2,3,4 = 10' – the higher progressive score wins.
 2. Sum of opponents Scores. The final scores of the players opponents are added up and the higher score wins.
 3. Player who had more Black pieces would win over a player with more White's.
 4. 10 minute play-off - toss for colours.
 5. 5 minute play-off - reverse colours if possible (there may be 3 players still involved).
 6. Armageddon game - 5 minutes for white, 4 minutes for Black (Black only needs a draw to win the event).
- h) The competition shall be held according to the above guidelines and be in the control of a Championship Controller or arbiter, whose decision is final.