

CUMBRIA CHESS ASSOCIATION

(Founded 1884 as the Cumberland Chess Association)

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



Cumbria Chess
Association

CONSTITUTION

Revised July 2018

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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:-

1. Affiliation to the Northern Counties Chess Union and the English Chess Federation.
2. Matches in competition between its own affiliated clubs and with other Associations, also matches and competitions between individual affiliated members.
3. Participation in such other activities of the NCCU and the ECF as may be practicable.
4. Any other means applicable and desirable.

2 **MEMBERSHIP OF THE ASSOCIATION**

1. 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.
2. 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.
3. 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.
4. 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.
5. 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.
6. Affiliation or Membership may be withdrawn from any Club or individual by a majority vote of not less than two-thirds of the members present and voting at an Annual or Special General Meeting.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

1. The Officers of the Association (who shall be elected at the Annual General meeting) shall be:-

President

Secretary

Treasurer

League Controller

Match Captain(s)

Grader

Membership Secretary

Junior Organiser(s)

Publicity Officer

Webmaster

NCCU Delegates

ECF Delegate

Auditor

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.

2. 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.
3. 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.
4. 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.
5. The Annual General Meeting shall be held when organised by the County Secretary. The Annual General Meeting should be held at a club venue if possible and at zero cost to the association. At least six weeks' notice of the date and at least two weeks' notice of agenda and venue shall be given to all members through the Club Secretaries and through the Cumbria website.
6. The purposes of the Annual General Meeting are:
7. To receive and approve the Treasurer's Annual Statement of Accounts, which will previously have been audited by the Hon. Auditor.
8. To receive the Annual Reports of the Officers and of the Rules Committee.

9. To present trophies and prizes.
10. To elect the Officers and any additional Vice-Presidents and Honorary Vice-Presidents.
11. To appoint an Honorary Auditor.
12. To define and determine the annual subscriptions/fees payable.
13. To consider amendments to the Constitution of which the required notice has been given.
14. To transact other business included on the Agenda.
15. To consider any other business at the discretion of the President.
16. 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). Motions put forward require a seconder which must not come from the same club as the originator of the motion. Following discussion, amendments to the motion must be related to and not alter the original intention of the motion, to be valid.
17. 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 the Cumbria Website.
18. 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.
19. 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.
20. 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.
21. The Secretary shall keep a record of the results of all Tournaments, Competitions and Matches held under the auspices of the Association. As far as possible, records should be held digitally and maintained by the web controller.
22. A copy of this Constitution shall be presented to each of the Officers and to all Club Secretaries.

4. **RULES FOR CHAMPIONSHIPS**

4 (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 major section) The winner to hold the "Higgins" Castle for the current year.

The INDIVIDUAL MINOR Championship (130 and under) The winner to hold the "Keswick Hotel" Knight for the current year.

Best placed player within the Individual Minor Championship with grade lower than that set at the discretion of the championship organiser for the purpose (lower than 130). 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, all players may play three 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.

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.

4 (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) Within the same league, a player may play for more than one club or more than one team in the same club. If a player plays four or more games for any one team the player then cannot play more than three such games for another team.

d) 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.

e) For the purposes of the above paragraph, if a club's estimates of playing strength differs from the grading order according to the current ECF Grading List and List of Estimated Grades, then the club may amend the board order provided that there is a maximum of five grading points difference between the players involved. If the club wish to amend the board order for players with a wider grading difference, 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.

f) Matches shall be arranged as stipulated in the Fixture List. 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 utilise the available dates in the full season from September to May on an even basis. For the Club Open League, the stipulated fixture dates shall be on an appropriate Saturday and the fixture must be played on that date or within the 6 days following that date. For the Cumbria South League, matches shall be played as near as can be agreed to the stipulated date.

g) Exceptions to rule f above will require the permission of the League Controller. Shortage of available players or non-availability of the normal playing venue shall not constitute a reason for the match not be arranged within the stipulated time.

h) In order to agree the date upon which a fixture will be played, the following rules must be observed:

1. The home team captain must contact the away team captain at least two weeks before the stipulated fixture date to try and agree a date and offering at least one date. If this does not occur then the away team captain can claim the match by default.
2. The away team captain must respond at least one week before the stipulated fixture date, accepting an offered date or to negotiate with the home team captain another mutually agreeable date. If this does not occur then the home team captain can claim the match by default.
3. If a mutually agreeable date cannot be established, the home team captain must contact the away team captain offering two dates which do not have to include any previously offered date, one of which the

away team captain has to accept. This offer of two dates must be made at least 4 days before the first of these offered dates

4. The offered dates should be on the basis of a 1pm or 2pm start for matches to be played at a weekend or 7pm or 7:30pm for matches to be played on weekday or other times by mutual agreement.
5. For the purposes of the above rules, email is a valid form of contact and where possible documentary evidence should be retained in support of any potential default claim.
6. If the home team premises or a suitable alternative 'home' venue are not available, then the home team must offer to play the match at the away team venue
7. If the game is played more than 6 days after the original fixture date no points shall be scored for either team unless the League Controller has already agreed an exception.

i) The Home Team is responsible for providing all necessary equipment and for arranging the venue.

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. Subject to the option in section 4(2)(m) below, in all such games the default time limit shall be all moves in 1½ hours for an evening match or all moves in 2 hours for an afternoon match - in both cases subject to the FIDE Rules for Quickplay finishes and Rule 4(1)(g) of this Constitution.

m) Players may by mutual agreement play their game using a Fischer incremental time control or a Bronstein delay time control. The default time controls shall be 1 hour plus an increment or delay for each move in an evening match or 1½ hours plus an increment or delay for each move in an afternoon match. The preferred increment or delay is 30 seconds per move although other mutually agreed increments can be used if preferred.

n) 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 evening match time controls or after 1 hour if the game is being played with afternoon match time controls.

o) 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.

p) In the event that a match is not played by the mutual agreement of both teams, no points shall be scored by either team.

q) Both teams shall email one copy of the match score sheet to the League Controller immediately after the match and in any event no more than one week after the match is played.

r) The League Controller shall have the power to default and impose a penalty of up to the maximum points

available for the match on teams who do not participate in the competitive spirit of the League or otherwise bring the game into disrepute.

s) 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:

1. the team that has won most matches.
2. the team with most individual game wins.
3. 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.

4 (3) Club Handicap Knock-Out Championships (Whitaker)

- 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) The League Controller shall stipulate the Saturday date upon which each round shall be played. The fixture shall then be arranged between the captains of the two teams on that date or within the following 6 days on the same basis as for fixtures played in the Club Open League as set out in rules 4(2)f to 4(2)h above.
- d) The Home Team is responsible for providing all the necessary equipment.
- e) 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)(d) and 4(2)(e) above with the exception that the discretion to change the board order of players with a maximum of five grading points difference shall not apply to the Knock-out Championship. 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.
- f) The away team shall have white on the odd numbered boards.
- g) One game only shall be played between each pair of players. Clocks must be used. Subject to the option in section 4(3)(h) below, in all such games the default time limit shall be all moves in 1½ hours for an evening match or all moves in 2 hours for an afternoon match - in both cases subject to the FIDE Rules for Quickplay finishes and Rule 4(1)(g) of this Constitution.
- h) Players may by mutual agreement play their game using a Fischer incremental time control or a Bronstein delay time control. The default time controls shall be 1 hour plus an increment or delay for each move in an evening match or 1½ hours plus an increment or delay in an afternoon match. The preferred increment or delay is 30 seconds per move although other mutually agreed increments can be used if preferred.
- i) 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 evening match time controls or after 1 hour if the game is being played with afternoon match time controls.
- 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
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200 - 163	3½
162 - 138	3
137 - 113	2½
112 - 88	2
87 - 63	1½
62 - 38	1
37 - 13	½
12 - 0	0

1. 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.
2. 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.

k) Both teams shall email one copy of the match score sheet to the League Controller immediately after the match and in any event no more than one week after the match is played.

l) The League Controller shall have the power to default a team which does not participate in the competitive spirit of the championship or otherwise brings the game into disrepute.

4 (4) Cumbria Individual Championships

The Individual Championships shall be held annually at a venue that is in a generally accessible location decided on by the competition organiser. The Championships shall be run according to the 'Guidelines for the Championships' and under the auspices of Cumbria Chess Association.

Guidelines for Individual Championships

The Championships shall be organised in such a way as may be decided from time to time by the AGM.

a) Championships must be concluded by 30 April.

b) The Individual Championships shall be run as a closed competition in which only players registered with the Cumbria Chess Association may participate.

c) The Individual Major Championship shall be unrestricted in terms of grading and the Individual Minor Championship shall be restricted to players with a grading not exceeding 130. 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) Within the Minor Championship, players with a grading not exceeding 100 will also be playing for the Greehalgh Trophy.

e) Both Major and Minor sections shall be run according to Swiss Pairing Rules. (If organisers are unsure of the rules, details are on the Website or contact County officials).

f) The event shall take place over a designated weekend including: First Round Friday evening, 2 rounds Saturday and 2 rounds Sunday.

g) 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.)

h) 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).

i) 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.