

SOCIAL CORRESPONDENCE CHESS ASSOCIATION

Established 1940

**Founder member of the
British Federation for Correspondence Chess**

Rules of Play in Tournaments (2007)

(A) TIME LIMITS

1. Each player should write on the scorecard the date upon which his opponent's move was received and the anticipated postmark date of his own reply. The difference between these two dates is the playing time used for that move.

2. Each player is required to make the first 10 moves of a game in a total of no more than 20 playing days, the first 20 moves in 40 days and so on.

3. If time limit rules are ignored then both players must agree to do so. If one player, at the start of a game, insists upon their use then both players must observe them.

4. Claims that the time limit has been exceeded shall be sent to the Tournament

Controller with full details, his decision is final.

(B) NOTATION

1. Any form of notation may be used if it is acceptable to both players. If two players cannot agree on a form of notation then algebraic should be used.

(C) POSTAL RATES

1. The use of first-class post is compulsory in all games where less than twelve months playing time is available before adjudication unless both players agree to the use of second-class post.

(D) LEAVE

1. Each player may take up to 21 playing days leave during a game provided that he informs his opponent in advance.

2. A Tournament Controller may grant additional leave in exceptional circumstances.

(E) ADJUDICATIONS

1. Tournament Controllers will inform players, at the start of games, of any

adjudication dates which apply. All such dates must be complied with.

2. If an adjudication date is reached and two players cannot agree a result they must send to the Tournament Controller a diagram of the final position clearly marked with the names of the players, who is to move next and their claim, win or draw. Both players must do this within 10 days of the adjudication date.

Players may include analysis or comments in support of their claim if they wish but this is optional.

3. Tournament Controllers have the right to score a game as a loss to any player who does not comply with the prescribed procedure.

4. A player may appeal against the result of an adjudication in which case the game will be sent to the English Chess Federation for re-adjudication. The player making the appeal must pay, in advance, any adjudication fee which will only be refunded if the appeal is upheld.

(F) DISCONTINUED GAMES

1. If a period of 2 weeks elapses and you have not received a reply from your opponent you should write again re-stating your last move(s). If a further 2 weeks elapses and there is still no reply you should inform the Tournament Controller. The Tournament Controller will try to ascertain the reason for the stoppage. If he decides that the player responsible for the stoppage had a valid reason for doing so he will ask the players to continue play. If the offending player cannot be contacted or if the Tournament Controller considers that there was no valid reason for the stoppage he will then make a decision under the General Playing Rules.

General Playing Rules (2007)

The committee may set an entry fee for each tournament or decide that entry is free.

Prizes will be awarded at the discretion of the committee.

The Tournament Controller is responsible for applying all rules and for making any decision with regard to a dispute. However, any player may make a final appeal to the Disputes

Committee if they so wish. Any decision made by the Disputes Committee is final.

If a player withdraws from a tournament for any reason the Tournament Controller will

decide whether any outstanding games will be declared void, adjudicated or scored as wins to the player's opponents.

Results of completed games must be sent to the Tournament Controller within one month of completion.

It is optional to send in a complete record of the game with analysis for publication in

"Checkmate," and for entry into the Best Games Competition.

The Tournament Controller may disregard any results which do not comply.

The result is officially recorded only after receipt of this record.

Should no record be received from either player, the result may be scored as lost by both.

Tournament Regulations Email / Postal (2007)

CHAMPIONSHIP TOURNAMENT

The tournament will be run in two sections - the Championship and the Challengers.

Entrants will be placed in the appropriate section by the Tournament Controller.

The Championship section will consist of an odd number of players with a minimum of five. They will include the winner and runner-up of the previous year's Championship section and the winner of each of the previous year's Challengers sections. Additional qualifiers will be at the discretion of the Tournament Controller who will announce the criteria for qualification at the start of each year's tournament.

Entrants not in the Championship section will be divided into a number of approximately equal Challengers' sections.

Entrants will play one game against each opponent and will score one point for a win and half a point for a draw. Ties will be decided by the Sonneborn-Berger system.

LEAGUE TOURNAMENT

Entrants will be divided into divisions with no more than eight players in each division.

Entrants will play two games against each other player in their division, one with each colour. Points awarded will be one for a win and half for a draw.

At the end of each season the two highest scoring players in each division will qualify for promotion to the next higher division. The two lowest scoring players may, at the discretion of the Tournament Controller, be relegated to the next lower division.

New entrants will be placed in a suitable division according to known playing strength, at the discretion of the Tournament Controller.

KNOCKOUT TOURNAMENT

There will be eight players in each tournament.

Approximately twelve months will be allowed for play in each round except the final which will be played to a finish.

Entrants paired together will play a main game and a minor game. The player going through to the next round will be (a) the winner of the main game (b) if the main game is drawn the winner of the minor game (c) if both games are drawn the player of the black pieces in the main game. If both games are drawn in the final a further two games will be played with colours reversed.

NEW MEMBERS CONTINUOUS TOURNAMENT

Qualifying groups may begin at any time during the year.

Winners of the Qualifying groups, including all shared winners, will go forward to winners Groups (Final Groups). These groups may also begin at any time during the year.

Each group will be made up of three players. It is intended that Qualifying groups will have at least one but no more than two new members. New members are those that joined or rejoined within the last twelve months.

Each player shall play two games simultaneously against each of the other two players, one as White and one as Black.

Games are to be played to a finish, there are no adjudications.

The result of a completed game must be sent to the Tournament Controller within one month of completion. The Tournament Controller may disregard any results which do not comply.

Scoring will be one point for a win and half a point for a draw.

BEST GAMES COMPETITION

All games played in club tournaments or official club matches are eligible, also any games played in tournaments or competitions organized by bodies to which the SCCA is affiliated e.g the BFCC. Games must have been completed between 1st September and 31st August of the relevant year.

All entries must be in the form of complete game scores. Competitors may

also submit any comments or analysis which they deem useful, but this is optional.

There will be two sections, A & B. Section A will be open to all club members. Section B will exclude any member who has, during the relevant year played in the Championship Section of the Championship Tournament, Division 1 of the League or won a Knockout Tournament or a Continuous Tournament. In all cases the judge's decision is final

Note

SONNEBORN-BERGER

Calculated by adding scores of the opponents' who were beaten by a given player and half the scores of the opponents who they drew with.