

# THE CHICAGO INDUSTRIAL CHESS LEAGUE

## POLICIES AND PRACTICES

Purpose. The League is organized to foster interest in chess and promote friendly chess rivalry among member clubs. It is Industrial League Policy to encourage industrial concerns in the Chicago area to enter qualified teams in the League.

Team Size. Each team shall consist of eight players. Any deficiency in team size will result in a forfeit loss with the losses occurring on the 8th, 7th, 6th boards etc. If both teams have fewer than eight players double forfeits will be recorded. Team captains are encouraged to bring as many extra players as possible, if opponents are available, to maintain members' interest in League competition.

Eligibility. Every team member must be on the payroll of the company he is competing for (his pay may be zero, however), or must be a former employee retired by that company.

Individual Ranking. Every team captain will be responsible for making an honest effort to rank his players according to current relative playing strength for each match, utilizing all available data at the club's disposal.

Clock Games. Players who wish to play clock-controlled games must so state before the match begins. The opponent is then obliged to play, using a clock, but the player requesting it is responsible for furnishing the clock. The opponents may mutually agree on any rate of play, not slower than 45 moves in the first two hours and 24 moves per hour thereafter. Unless they agree on a faster pace these time limits will prevail. The player who fails to make the allotted number of moves within the time limit loses immediately providing his opponent can submit an accurate record of the game. If he cannot submit such a record the game will proceed without clock control.

Adjournments. Arrangements for adjournments will be by mutual agreement of individual opponents before the match begins. After 3½ hours of play, however, either player may demand an adjournment without prior arrangement, except in clock games an adjournment cannot occur until all the moves have been completed within the framework of the first time control. The player with the move must then make a sealed move, record position and clock readings (if clock controlled), obtain signature of opponent to position and clock readings, sign and give all papers to a third party who will not reveal the move until the game is resumed. Adjourned games should be completed within ten days. If an adjourned game affects the outcome of the team match and is not played within a reasonable length of time the League Chairman will have the adjourned position with the sealed move adjudicated by a chess expert. Any fee for this will be shared by the clubs of the two opponents. If the result does not affect the team match the game will be recorded as "Incomplete" unless the two captains agree on a probable result.

Starting Time; In general, all boards should begin play at the same time. The standard grace period for late-comers is 15 minutes after the agreed upon match time. Anyone who is not ready to begin his match within this period will lose his match by forfeit. However, the captain of the team whose member is without an opponent may insist that the members that rank below this board position delay starting until the opponent arrives or until the grace period expires, whichever occurs first. Should the grace period expire, then the remaining players must

move up and the 8th board be forfeited, unless an alternate player is available. However, if the game of the missing player is to be time-controlled, the game may be started and the missing player's clock started. If such a player then fails to arrive and make a move within the first hour on his clock, his game is forfeited. The captain of the missing player's team must provide clock unless opposing captain furnishes clock.

Duties of League Officers. The Chairman of the League is responsible for organizing team competition; referring team results and standings to the League Secretary for publication in the League Bulletin, and seeing that bulletins are published and distributed; arranging for League publicity; appointing committees as required to fulfill League objectives; conducting all general meetings and elections of League officers; (Elections are to be held annually at least a month before the new competitive season begins); and making all general executive decisions on matters not covered in written rules.

The Secretary of the League shall keep a record of business transacted at League meetings, publish the League bulletin, and prepare required League correspondence.

The Treasurer of the League will bill each member club for dues, disburse League funds as required, receive all club finances, and publish periodic financial statements. A co-signer must be chosen each year to co-sign with the Treasurer for all withdrawals of funds.

Multiple Teams. Any member company may request to enter two or more teams in the League competition. If agreed to at a League meeting a list of players comprising each team shall be furnished to the League Chairman before the first scheduled match. No transfers from one team to the other may occur during the playing season. New players may be added to any team by notifying the League Chairman.

MULTIPLE COMPANIES . TWO OR MORE COMPANIES FORMING ONE TEAM WILL NOT BE ALLOWED.

DROPOUTS . TEAMS NOT COMPLETING SCHEDULE WILL HAVE ALL RESULTS REMAIN AS PLAYED. TEAM REMAINS IN STANDINGS AND ALL REMAINING MATCHES ARE FORFEITED

Host Team Responsibility. The host team will be responsible for providing a suitable place to play, furnishing chess equipment including clocks if available, and score sheets. The host captain is responsible for furnishing the visiting captain with a copy of the match score and for sending the original score, signed by both captains (or authorized representatives) to the Chairman of the League within one week.

Team Schedule. The ~~teams~~ teams in the League are playing a single Round Robin schedule. The team captains shall arrange a mutually agreeable date to play as near to the scheduled date as possible. Arranged match can not be cancelled within one week of established date.

Captains are to notify League Chairman of established dates for the matches. Home team captain is to send match results to the League Chairman at once.

FORFEITS . ANY TEAM WHICH FORFEITS MORE THAN 15 GAMES (AN ENTIRE FORFEITED MATCH WILL NOT COUNT) DURING THE SEASON WILL BE PUT ON ONE YEAR PROBATION.

*\$22.00*

Dues. The present membership dues for the season are ~~\$20.00~~ per club. The clubs having more than one team are paying ~~\$10.00~~ extra for each additional team. *\$11.00*

Club Representation. Each Club is entitled to two votes at all league business meetings and when electing League officers.

Trophies. The League awards suitable trophies to the first, second and third place clubs in addition to awarding the "traveling" trophy to the winning team for one year. To retain the "traveling" trophy permanently one club must win first place three times.

Colors. The visiting team plays with the white pieces on the odd numbered boards.

Tie-Breaking. Position standings are determined by team match points. In case of ties involving trophies the tying teams will play an additional match to determine their relative standings. If this match ends in a tie, the number of game points scored for the season will determine the final standings.

Rules. The U. S. Chess Federation Tournament Rules with castling modification will govern all matches. The modification refers to Part Two paragraph 9 (castling move). The league has adopted the following rule:

In castling, a player must move his King first. If instead, the Rook is moved (or even touched) first, the player must make a Rook move and may not castle on that particular move.

The USCF rules state that the King must be moved first, but only prescribes a warning if an infraction of this rule occurs. This is a very weak rule and we felt that it should be clarified, one way or the other; either allow castling by moving either piece first or enforce the present rule by requiring that the player not castle and move the touched Rook. We chose to clarify it by enforcing the rule that the King must be moved first. This is one of the fundamental rules of chess.

SPEED CHESS. TO BE ELIGIBLE FOR A CASH PRIZE AT THE ANNUAL BANQUET A PLAYER MUST HAVE PLAYED IN AT LEAST ONE LEAGUE MATCH (EXTRA BOARDS COUNT) DURING THE CURRENT SEASON. (FORFEITEL GAMES COUNT FOR PLAYER WHO RECEIVES WIN.)