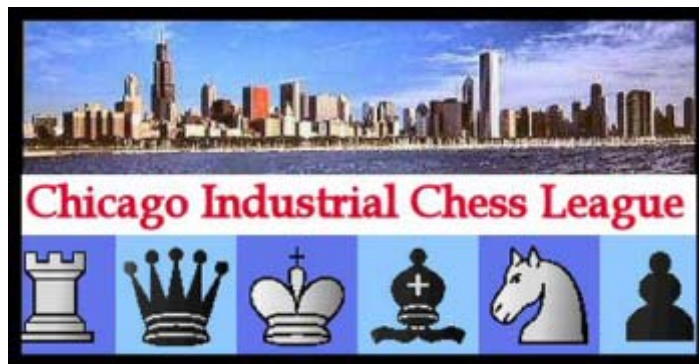


Constitution of the Chicago Industrial Chess League
(August 28, 2009 Revision)



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I. The League

A. Purpose

The Chicago Industrial Chess League (CICL) is organized to foster interest in chess and to promote friendly chess rivalry between teams representing business firms, government agencies, educational institutions, and chess clubs located in the Chicago area (downtown and suburban). The policy of the CICL is to encourage employees or members of such concerns to enter in League competition and to promote maximum participation in chess by members of these teams.

B. League Overview

1. Competition is between two teams of six players that count towards the result of a match. Additional, non-counting ("extra board") players are also encouraged. The number of players on a team's player roster is not limited.
2. These teams are organized into several divisions for the purpose of scheduling competition during the regular season. The assignment of teams to divisions shall be reviewed at the

meeting of team captains and League officers prior to the beginning of each competitive season, the Fall Business Meeting.

3. Each Division Chairman creates a match schedule at the beginning of the season which pairs teams, including those within that division. Half the matches typically occur at each team's "home" playing site, the other half at the opponent's playing site ("away games").
4. Following the regular season, the teams with the best regular season results from each division compete in the playoffs to determine the League championship team. Typically, the first round of the playoffs is played at a team's home site, and the final rounds played at one location on the same day ("Playoffs Saturday"). An individual tournament is also typically held on Playoffs Saturday.
5. The season typically begins in August and runs through April, with special end-of-season activities, including the playoffs and an awards banquet, in May and June.
6. The League is administered by volunteer League officers and team captains.

II. League Functions

A. Elections and Meetings

1. Rules of Order

Business meetings will be conducted according to Robert's Rules of Order.

2. Officer Elections and Appointments (Spring)

- a) The election of the President, Treasurer, and Secretary will be held annually at the Spring Business Meeting. They assume their duties immediately following the awards banquet.
- b) Division Chairmen are elected no later than the Spring Business Meeting. They are elected by vote of the division team captains. They assume their duties immediately following the awards banquet.
- c) The Publicity Chairman and Playoffs TD will be appointed at this time also. They assume their duties immediately upon appointment.

3. Officer Elections and Appointments (Fall)

The appointment of all other officers (Bulletin Editor, Ratings Chairman, Webmaster, Games Editor, Trophies Chairman, and Banquet Chairman) will be done at the time of the Fall Business Meeting. They assume their duties immediately upon appointment.

4. Prior Notice

In votes having to do with amendments of the CICL Constitution, or other important decisions, the nature of the business to be voted on must be communicated to all team captains and League Officers at least one week prior to the meeting at which they will be acted upon.

5. Due Deliberation

Changes to this constitution are to be approved only after due deliberation, discussion, and consensus building has occurred.

6. Voting

- a) Each team represented at a meeting, either in person by the team captain or his representative, or by written proxy, is entitled to one vote.
- b) A team captain's representative must be a member of his team, or a member of another CICL team that represents his company or club.
- c) Written proxy votes may only be cast on items that are proposed in advance of the meeting. They must be sent to the President, including by email. If an item voted on at the meeting is substantially different than what was proposed in advance of the meeting, the written proxy votes do not count in the vote (that is, are voided).
- d) Votes are decided by simple majority.
- e) The President will be allowed one vote if needed to break a tie, except in elections in which he is a candidate.

7. Voting By Email

- a) If an issue arises that requires a vote to be held before the next business meeting, then an official vote on it may be conducted via electronic mail. The issue is to be urgent. Changes to the Constitution (or other League's rules) are not to be made via email, except under exceptional circumstances. The issue to be voted on should normally not require extended debate, as those kinds of issues are better voted on at a Business Meeting.
- b) The President must pre-approve an email vote. The President normally will conduct the vote himself, but may appoint another League member to do so.
- c) All team captains (including alternate team captains), and League officers are to be sent the email that initiates the vote. The exact nature of what is being voted on (as opposed to relevant information that is also included in the email) shall be clearly stated.
- d) Each team is entitled to one vote.
- e) As people may sometimes be out of contact with their email, the person conducting the vote should make a reasonable effort to receive votes from each team, which of course may include the vote of "abstains". The Division Chairmen may be recruited to aid in this effort.
- f) A minimum of one full week from when the vote is emailed to when votes is to be returned is the normal case. In cases of the highest urgency, this may be shorter.
- g) The detailed results of the email vote must be emailed out to all League officers and team captain immediately, including which teams voted which way. Also, the next League Bulletin is to document the vote and its results.

8. Major Events Calendar

A fixed calendar system for our major events will be followed, so that people can plan for them better:

- a) **Fall Business Meeting** is to be held on the last Wednesday in August
- b) **End of Regular Season.** All regular season matches must be completed by the Friday of the week of the Spring Business Meeting.
- c) **Spring Business Meeting** is to be held on the Wednesday that is 3 1/2 weeks prior to the 2nd Saturday of May
- d) **Playoffs** (rounds two and three, and an individual tournament) is to be held on the 2nd Saturday of May
- e) **Awards Banquet** is to be held on the 1st Friday of June

B. League Funds

1. Dues.

Team dues will be determined by a vote of team captains prior to the start of each season. Before the season begins, the treasurer will prepare and present to each team a statement of all required dues and fees. If team dues are paid late, an additional fee may be included. Veteran teams must pay their dues to the League treasurer prior to the start of the third month of the playing season, and new teams must pay prior any matches being played. Teams not paying their dues by the required date will be ineligible for further competition until their dues are paid.

2. Use of Funds.

League income from dues and fees will be used to cover normal operating expenses, and to furnish trophies and other awards as incentives for team competition. A majority vote of team captains will be required to authorize any significant expenditure of funds for purposes not described above.

3. League Property.

Property of the CICL shall be inventoried and accounted for by the League treasurer.

C. Rating System

The League will maintain a numerical rating system similar to that of the U.S. Chess Federation. The Ratings Chairman will be responsible for the proper and timely functioning of the ratings system. A list of ratings of CICL members shall be published at regular intervals.

D. Bulletin

The League will publish a monthly news bulletin containing the ratings, team standing, division reports and any other information deemed appropriate. The name of the CICL's bulletin is *The Chicago Chess Player*.

E. Awards

1. League Championship Awards

See *Section VI.K*

2. Division 1st and 2nd Place Winners

The League will issue awards to at least the first and second place teams of each division. The teams may choose between suitable trophies or functional awards, such as a chess clock, board, or related items.

3. The James E. Warren Award (Most Improved Player)

The individual player whose rating improves the most during the season (including playoffs and the individual tournament) receives the James E. Warren Most Improved Player award. For the purposes of the MIP award, rating points gained by playing against one's own teammates will be excluded from the total rating points gained during the season.

4. Most Valuable Player

Each division awards an MVP award to an individual from that division. Each division chairman determines this for his division.

5. Centurion

Each individual who has played 100 games (including unrated games) in the League will be rewarded the Centurion award. Upon playing each additional multiple of 100 games (200, 300, and so forth) a double-centurion, triple-centurion, and so forth award will also be awarded.

6. Biggest Upsets – Individual and Team

The League will issue awards to the individual and team with the biggest upset. The individual upset will be based on the difference in ratings between the players with draws counting for half of the difference. Similarly, the team upset will be based on the difference in ratings between the players with draws counting for half of the difference. For the team award, each team must field at least 5 players, at least 4 of them rated. If a team includes unrated players, the interpolation technique used for Performance Ratings will be used to determine the team's rating. Post-season team upsets will not be included for consideration.

7. The Ron Dargis Award (Lifetime Distinguished Service)

The League recognizes lifetime-distinguished service to the CICL with the Ron Dargis Award. The following have received this award:

- *James A. Brotsos*
- *James E. Warren*
- *Dan Kumro*
- *Nikolai Goncharoff*
- *Charlie Ward*
- *Tom Friske*
- *Martin Franek*

8. Other Awards

The League may award other team and individual prizes as it sees fit.

F. Banquet

1. The League will hold an awards banquet at the end of each season.
2. As a reward for loyalty and activity, members reaching the triple-centurion level will receive a 50% subsidy for any future awards banquets they wish to attend, provided they have played at least one League game during the season of the banquet.

G. Publicity

The League will publicize special events in the local media.

H. Conduct

1. Expected Conduct

The actions and behavior of CICAL members at sponsored activities (business meetings, matches, tournaments, banquets, etc.) shall be in accordance with the spirit of fair play and good sportsmanship. The following is a list of actions and behaviors that are considered inappropriate and not accepted by the CICAL. The list serves as an example and is not intended to be exhaustive.

- a) Repeated or gross violation of the Constitution
- b) Disruptive behavior
- c) Cheating in a game of chess
- d) Deliberate misrepresentation of a teams roster or individual ratings
- e) Participating in a tournament under a false name or while under suspension
- f) Offensive racial remarks, offensive profanity, or threats of physical harm directed at another CICAL member
- g) Intentional pushing, shoving, hitting, punching of another CICAL member

2. Procedures for Improper Conduct

At each sponsored CICAL event, a member is in charge of the activity (e.g. the President* at business meetings, home team captains at matches, tournament directors, banquet chairman). With this responsibility comes the authority to take appropriate action whenever a member's actions or behavior is contrary to our rules of conduct, or whenever a complaint is brought to his attention concerning another member.

(* Note: At business meetings the League President conducts these meetings according to Robert's Rules of Order (see *Section II.A.1*). In this capacity, he has authority to end or table discussions as necessary)

The person in charge will first try to resolve the matter amicably. If this is not possible, he will perform the following steps, and in this order:

- a) Officially warn the offender of his improper conduct, with an explanation as to what specific actions are not within the guidelines of the League's Constitution.
- b) Give a second warning to the offender and inform him of the consequence of a third offence.
- c) Ask the offender to leave the meeting/activity.

Items 'b' or 'c' will require a written notification to the League president. This should include the specific improper conduct, the circumstances, the warnings that were given, and the names of any witnesses. The offender is encouraged to do the same.

The Elected Officers will meet (or conference call) as soon as practical to review the situation and determine what level of sanction, if any, to apply to the offender. The Elected Officers will act objectively and fairly to gather as much information about the incident as reasonably practical, including discussions with the parties involved.

The League President will read or distribute copies of the complaints or notifications as well as any decisions made at the next scheduled business meeting.

The decision of the Elected Officers will be printed in the Bulletin. The President will inform the parties involved of the decision in writing (email is acceptable). The offender's team captain will be asked to help enforce any sanctions as appropriate.

3. Sanctions

The following sanctions may be imposed by the Elected Officers:

- a) A written reprimand and warning
- b) Suspension from the next scheduled match, meeting, tournament, banquet or other event
- c) A one-year's suspension from all League activity
- d) Expulsion from the League

The decision of the Elected Officers is final and there are no provisions for appeal.

III. League Officers

The term "Elected Officers" refers to the President, Secretary, Treasure, and Division Chairmen. The term "Appointed Officers" refers to the Bulletin Editor, Ratings Chairman, Webmaster, Games Editor, Publicity Chairman, Trophies Chairman, Banquet Chairman, and Playoffs TD. The term "League Officers" includes all Elected Officers and Appointed Officers.

A. President

The president will be the chief executive officer of the League. He will be responsible for the following:

1. Ensuring that the CICAL fulfills its purpose.
2. Appointing the Appointed Officers. He is empowered to appoint committees or individual officers to carry out specific assignments to ensure that the CICAL fulfills its purpose.
3. Arranging for special programs to provide chess enjoyment for all team members of member companies.
4. Arranging for an adequate number of business meetings and for the yearly election of Elected Officers. He shall preside over such meetings. He conducts votes by email between business meetings, when they are required.
5. Advise, encourage, and otherwise support all of the League Officers.
6. When a vacancy occurs in a League Office, the president shall appoint a replacement without undue delay, who shall serve until the next regular election or regular appointment.

B. Division Chairmen

Each division will be headed by a chairman elected by vote of the division team captains. He will be responsible to the League president and will direct the activities of his division. He will be responsible for the following:

1. Preparing and distributing equitable playing schedules for his division.
2. Acting as arbitrator in handling disputes or protests.

3. Accumulating and forwarding special news items from his division to the Bulletin Editor in time to meet the publication dates of the League bulletin.
4. Conducting any business meetings required to meet particular needs of his division.
5. Ensuring that teams in his division pay their dues promptly.

C. Secretary

1. The secretary will keep records of business transacted at general League meetings (and at divisional business meetings whenever possible). Meeting notes for business meetings are to include all votes held and their results. Meeting notes are to be forwarded to the Bulletin Editor.
2. He will prepare and distribute copies of the CICL Constitution and other notices to team captains and the League Officers as required.
3. He is responsible for promptly updating the Constitution as soon as changes to it are approved.
4. In the event that the president resigns or cannot carry out his responsibilities, the secretary will assume his duties and arrange, within a reasonable time, for an election to fill the vacancy of the President's office.

D. Treasurer

1. The treasurer will
 - a) bill each team for dues
 - b) deposit League funds in a suitable checking or savings account (or both)
 - c) disburse these funds as required
 - d) submit to the president an annual financial statement for publication
2. Financial statements will also be furnished whenever requested by the president.
3. The appointment of an alternate signer will be made by the president.
4. The treasurer will present annually a proposed budget for the coming season at the Fall Business Meeting.
5. He will maintain an inventory of League property

E. Bulletin Editor

1. Establishes a schedule of deadlines for each month's issue.
2. Maintains a mailing list of team captains and other appropriate individuals and organizations.
3. Receives information from various sources as follows:
 - a) From the Division Chairmen, individual match results and current division standings, as well as division news, notifications, scores of interesting games, and other items of general interest.
 - b) From the Rating Chairman, the current rating of each CICL member, the "Top Ten" lists, and other material as deemed appropriate by the Rating Chairman.
 - c) Business meeting notes from the Secretary and the results of votes by email, both of which are to be included in the next Bulletin.
 - d) From other sources, items of general interest to the CICL members.
4. Organizes material to form a readable, logically sequenced bulletin.
5. Arranges for timely distribution.

F. Ratings Chairman

Maintain a rating system for the CICL:

1. Maintain a list of players with their current ratings.
2. Compute a player's new rating based on CICL games played.

3. The Ratings Chairman may, at his own discretion, use another rating system's (USCF, FIDE or another country's rating system with a USCF conversion table) over the board rating as the initial rating for a player without a CICL rating.
4. Arrange to publish the new ratings in the CICL Bulletin on a periodic basis.
5. Maintain and publish other statistics such as Divisional top-ten rated players, League most improved players, and team Performance Ratings.
6. Seek ways of improving the rating system. Strive to keep the system up-to-date relative to generally accepted chess ratings systems (such as the Elo system).
7. Determine winners of special awards (such as the "James E. Warren Award") in which data compiled by the Rating Chairman is used.
8. Present these awards at the CICL Awards Banquet.

G. Webmaster

1. The CICL distributes relevant League information on an internet website. Information on the website may include:
 - a) CICL Bulletins
 - b) games for online viewing or downloading
 - c) match results
 - d) ratings
 - e) team rosters
 - f) Frequently Asked Questions (FAQ's) about the CICL
 - g) history of the League
 - h) the CICL Constitution
 - i) links to other chess organizations' websites, e.g. the USCF or ICA
2. The webmaster administers this website.
3. He keeps the info on this website up-to-date.
4. He improves the format and content website as appropriate.

H. Games Editor

1. The games editor gathers and prepares League games for distribution in the League's bulletin, website, or elsewhere
2. He selectively annotates these games.
3. He encourages League members to submit games.
4. He encourages League members to annotate their games.

I. Publicity Chairman

Give favorable publicity to the CICL and stimulate growth of League membership:

1. News articles.
 - a) Obtain news and information by observation or through League Officers and determine what is of interest to outsiders.
 - b) Write news briefs of such items as:
 - New officers
 - Award winners
 - Other interesting programs or achievements by the League or its individual members.
 - Changes to the CICL
 - c) Submit this material to such publications as *Chess Life*, local newspapers, *Illinois Chess Bulletin*, and others that may print chess news.
 - d) Maintain particular contact with key people in chess news.
 - e) When possible, obtain copies of the published news items of League news and submit to the President.

2. Promote Membership.
 - a) Actively encourage new teams and individuals to join the CICL, and former teams and members to rejoin the League.
 - b) Inform companies and chess clubs in the area of the existence and nature of the CICL, and encourage them to field teams in the League as appropriate.
 - c) Maintain particular contact with key organizers of Chicago-area chess.
 - d) Be the general contact for those seeking information about the CICL, including references to the CICL in the USCF and ICA bulletins and websites. Assure that such contact information, including name, phone number, email address, and the League website address, is kept current
3. CICL Flyer.
 - a) Create and update a flyer that describes the CICL and promotes interest in it.
 - b) Distribute the CICL flyer in prominent places at Chicago-area chess tournaments, chess clubs, or other venues where exposure to large numbers of chess players is possible.
4. At least once a year, report to the League the noticeable effects of publicity efforts.

J. Trophies Chairman

1. Within budget limitations, select and purchase awards (may be trophies, certificates, plaques, books, gavels, cards, etc.) for various individuals or teams.
2. Have these awards engraved or lettered, and delivered on time to the Awards Banquet.
3. Assure that the "traveling" team trophies are on hand for presentation at the Awards Banquet.
4. Check with all recipients of awards prior to the awards program to insure that either they or a definite substitute will be on hand to receive the award.
5. If necessary, make awards presentations.
6. Retain custody of any unclaimed or excess awards until they can be delivered to the succeeding administration.

K. Banquet Chairman

1. Establish date and arrange for suitable location.
2. Establish menu and prices.
3. Pay deposit on facilities.
4. If required, print tickets and arrange for sale either through Division Chairmen or directly.
5. Within budget limitations, provide for flowers and/or decorations.
6. Provide for a photographer to take pictures of key awards and program highlights.
7. Coordinate program:
 - a) Awards presentation
 - b) Possible speakers
 - c) Other special features
8. Coordinate with the tournament director for a speed chess tournament.
9. Pay remainder of bill.
10. Transmit information such as attendance data, tournament results, and other news, along with suitable photographs, to the Publicity Chairman and to the Bulletin Editor.

IV. Team Structure

A. Types of Teams

Each team in the League is exactly one of these three types of teams:

1. A company team is comprised of employees and qualified former employees of one business firm, government agency, or educational institution.
2. A club team is comprised of players who are members of the same chess club.
3. An associate team is comprised of alumni players, and new recruits from one company that the team is associated with.

B. Common Team Rules

The following rules apply to all types of League teams.

1. New Teams

Teams not previously members of the League or who have failed to complete the previous season's playing schedule must be approved for entry into the League by a majority vote of team captains.

2. Excess Forfeits

Any team which forfeits an average of one-sixth or more of its games per match during a season may compete in the following season only after approval by a majority vote of team captains. An entire forfeited match will not be counted for this purpose.

3. Team Captain

A team captain must be designated who will serve for the entire season and who will be readily available by telephone. Designation of an alternate team captain is also desirable.

4. Suitable Home Site

The team must have a suitable place for conducting home matches, or else must be willing to play all their matches at their opponents' home locations. The site must support a minimum length of time for playing matches as defined in *Section V.C.*

5. Dues and Fees

The team must be willing and able to pay all required dues and fees in a timely manner.

6. Equipment

Basic chess equipment, as specified in *Section V.B.6*, must be available for all home matches.

7. Suitable Playing Site

Each team must have a suitable playing site for conducting home matches (which includes being geographically close to the other teams in their division), or else they must be willing to play all their matches at their opponents' home site. Which evenings during the week a playing site will be available is to be considered if a playing site is suitable. This is to avoid site restrictions (for example, the team's home site is only available one evening per week) from leading to problems with scheduling matches.

C. Late Entry of New Teams

This section also applies to all types of teams. It is best for new teams to be voted on at a business meeting prior to the start of the first season they'll participate in the League. However,

late entries into the League are allowed. New teams may be approved by email vote. They must meet the regular requirements for its team type.

They are to be approved by the entire League's vote as one of the following three categories:

1. Make Up Schedule/Somewhat Late

- a) If all matches in the Division that the new team is joining have not been completed for the first two scheduled rounds, then the schedule shall be revised so that the new team is included. Provisions are made for the first two rounds to be made up by the new team.
- b) The new team fully participates in League activities (e.g. may play in the playoffs and win Division awards).
- c) The new team pays full team dues for the season.

2. Partial Season

- a) Only if the above is not possible, the team will be added to the Division's schedule starting with the next full cycle of round robin matches. (For example, the Division's regular season is a 3 match round robin. The first of the three round robin cycles is underway, and too late for the new team to make up the first cycle of rounds. The new team is added to the schedule to play all matches in the 2nd and 3rd cycles.) The new team does not make up the games from the missed full cycle,
- b) If circumstances make it difficult for that Division to schedule all the matches, then the Division Chairman and team captains may decide to reduce the number of cycles for the remainder of the season. For example, reduce a 4 round robin schedule (without the new team in the already played first round) to a 3 round robin schedule (which includes the new team in the last two, unplayed cycles).
- c) The results of matches count towards the results of both teams, e.g. in Division standings.
- d) The new team is eligible for the playoffs and Division awards.
- e) The new team pays no dues.

3. Exhibition Matches/Very Late

- a) Only if both of the above are not possible, a new team plays exhibition matches for the remainder of the season. If the team would be added so late in the season that the following is impractical, they should not be added to the League for that season.
- b) The results (of a completed match) do not count towards the Division standings for the opponent teams.
- c) The new team is to play a minimum of three exhibition matches with teams in their Division.
- d) Teams may volunteer to play the new team. However, if there are not enough voluntary opponents, then the opposing teams will be selected by chance from the teams in its Division. Failure for the non-new team to complete their match with the new team will

result in a penalty of one match point being subtracted from the non-new team's Division standings.

- e) The new team pays no dues.

D. Company Team Rules

These rules apply to company teams. Company teams represent business firms, government agencies, or educational institutions.

1. Player Eligibility

Each company team member must:

- a) be on the payroll of the organization which he will represent
- b) or have a normal daily work routine that finds him primarily on the site of the organization which he will represent, which includes students at an educational institution
- c) or work primarily based out of the organization that he will represent
- d) or be a former employee that has left that organization, for whatever reason, after a minimum of six months of service.

A current employee at a company with a company team (those included in items **a)**, **b)** and **c)** above) is only eligible to play for his current company's team, except as allowed in the next paragraph.

Once a season is under way, a team member who terminates employment with his company, and then starts work at another company that fields a League team may (at his option) transfer to his new company's team, even if he has played for his former company's team in that same season. If so, his eligibility with his former team will end for that season.

If a player is not employed at a company with a CIGL team, has not played for a team in the current season, and has eligibility from item **d)** above for more than one company team, he can choose to play for any one of those teams.

2. Short-Term, Former Employee Eligibility

Once a season is under way, a team member terminating employment with his company with less than six months of service will be eligible to participate on that company's team for the remainder of that season, if that team member has competed in an official team match (even by winning a forfeited game) at any time in the past for that team. A short-term, former employee loses eligibility for that company team at the end of that current season.

3. Multiple Teams.

- a) Two or more teams from a single company may request entrance into League competition.
- b) If approved (and not superseded by rule IV.E.4), a list of at least six players comprising each team shall be furnished to the League president and the appropriate division chairmen before the first scheduled match of each season.
- c) The player names submitted for multiple team rosters will only be eligible to play for their designated team in the upcoming season. Respective team designations for each player may change from year to year when the multiple team rosters are submitted.

- d) Additional players may be added to these multiple teams, but they will not subsequently be eligible to transfer teams during the remainder of the season.

E. Associate Team Rules

These rules apply to associate teams.

1. Concept

- a) Associate teams are made up of former alumni players. This permits League members to continue to participate in CICL activities.
- b) Each associate team is associated (i.e. weakly affiliated) with one company per season. (As opposed to a company team who represents (i.e. is strongly affiliated with) a single company.) This allows associate teams to recruit members new to the CICL from a company that does not have enough players to field a company team. This helps keep associate teams robust.
- c) Associate teams preserve playing and organizational resources and lasting bonds among CICL members, and promote League growth.

2. Team Eligibility

- a) Only if an existing company team or club team is no longer viable (not enough player-interest to field full lineups for the great majority of the season) can it apply to convert to being an associate team. It is strictly forbidden to convert to being an associate team from a viable non-associate team. The team must demonstrate the need to become an associate team, including having taken all reasonable actions to remain viable as a non-associate team. Applying to convert to an associate team when one's team is viable is improper conduct. See Section I.H "Conduct".
- b) An existing company team or club team may convert to being an associate team in the middle of a season, if they meet the above requirements and receive the approval of the League President, their Division Chairman, and a vote of all team captains. The company that they associate with for the remainder of this partial season must be the same company that they represented as a company team. Club teams that convert to being an associate team in mid-season do not associate with any company for the rest of that season.
- c) A new associate team of alumni players may also apply to form (without converting from a specific former non-associate team).
- d) If a viable company team (or club team) can be formed, including players who are members of associate team(s), this is to be done at the start of the upcoming season.
- e) Company team(s) with excess players may opt to form one additional Associate team that is associated with itself. The player eligibility rules are relaxed to allow employees to play on this Associate team. The Company team(s) and Associate team will all be subject to rule IV.E.4, team info and changes. Employees will lose eligibility for the

Associate team when this association is terminated unless the Company team has also been disbanded.

3. Associated Company

- a) Before the start of a new season, each associate team designates one company (business firm, government agency, or educational institution) they are associated with. Or, an associate team can choose to associate with no company, i.e. "NO COMPANY".
- b) Which company they associate with is not limited, except it cannot be a company that another Associate team is associated with. If the Associate team is formed with a company that has an established Company team, this association must be approved yearly by the Company team.
- c) At the Fall Business Meeting, if the company that an associate team is associated with is different than the previous season, a vote of team captains to approve the company is taken. A vote of team captains also is required for a new associate team's initial company.
- d) If two associate teams wish to associate with the same company in the same season and cannot come to a mutual understanding, then the issue is resolved at the Fall Business Meeting. (More than one company can choose "NO COMPANY".)
- e) If an associate team's choice for a company to associate with is not approved at the Fall Business Meeting, then they can, within a reasonable time, select another company, but the choice of company must first receive approval from the League President and their Division Chairman.
- f) An associate team associates with only one company per season, a midseason change to this is forbidden. (Including changing to or from "NO COMPANY".)

4. Team Info and Changes to It

- a) At the Fall Business Meeting preceding the season, each associate team (both new and returning teams) participating in the CICL during that season must submit a written team roster, which company they are associated with for that season (or "NO COMPANY"), and their home playing site (or willingness to play all matches at their opponents' home site). The team roster lists each player's name and rating. The team roster must list an estimated rating for each unrated player. Before an associate team can play a match in a new season, the Chairman of their division is to provide all captains in that division that associate team's roster for that season.
- b) By the time of the Fall Business Meeting preceding a season, each person on an associate team's player roster is to be verified to be eligible. Only people on an associate team's player roster can play for that team. This applies to both counting and non-counting boards.
- c) An associate team may add players to their team roster during the course of a playing season only by consent of both the Chairman of their division and the League President. The players rating (or estimated rating for unrated players) must be provided. The Division Chairman is to notify all captains in that division of mid-season roster

additions to associate teams in that division. This is to be done at least 24 hours before the added player can play in a match.

5. Player Eligibility

- a) **Members new to the League.** Players that are new to the CICL may be recruited to play for an associate team if that player is currently employed at the associate team's associate company, following the same rules for "employed at" as defined for company teams, see Section IV.D.1 a) through c). If an associate team has chosen "NO COMPANY" to associate with, it cannot recruit members by either this or the following rule.
- b) **Associate company players (current CICL players).** Players who are already members of the CICL, and who work at an associate team's associate company may choose to play for this associate team. Or instead they may continue to play with the team they have been playing for, see Section IV.E.6.a.
- c) **Alumni players.** A player may play for an associate team, if he has previously played in at least one official team match, and is not employed at a company with a company team. And he must meet one or more of the following:
- played for a company team, and that company no longer fields any CICL teams.
 - played for a club team and that club that no longer fields any CICL teams.
 - played for any associate team in a previous season.
 - played for a company team, and is no longer employed at that company.
 - played for a club team and is no longer a member of that club.
- d) **Postponement of alumni player additions.**
- To promote longer association with the same company yet allow associate teams to remain robust, additional alumni players may only be recruited by an associate team during seasons when it remains associated with the same company it was the previous season. Alumni players may not be added during the season when a team switched from "NO COMPANY" to a specific company.
 - The above does not apply to the first season that an associate team is a member of the League. Nor does it apply to associate teams who converted to being an associate team in the middle of the previous season. Alumni players may be added during the season when a team switched from a specific company to "NO COMPANY".
- e) **Verification.** The player eligibility rules above must be verified before a player can play for an associate team. The associate team captain must provide to the Division Chairman of his team's division (or to the League President, in the case that the Division Chairman is a member of the same associate team) the team and a year that the alumni player played in the CICL. Only after the Division Chairman (or President) has verified this, can an alumni player be included on an associate team's roster (both before the beginning of a season and during midseason).

6. Changes to Eligibility

- a) A player who has already played on any type of team in a previous season does not lose eligibility for that team due to an associate team associating with the company that player currently works at.
- b) When a company team is formed, players who work at that company and who are members of an associate team lose eligibility to play for the associate team. They are to play for their company's company team.
- c) If a member of an associate team becomes an employee of a company with a team company, his eligibility for the associate team will expire at the season's end, and he would be expected to play on the company team in the following seasons.
- d) Once a player has played on an associate team, he is ineligible to play on any other CICL team for that season, even if hired at a company that fields a company team.

F. Club Teams

These rules apply to club teams:

1. Concept

Club teams formed of players who are members of the same chess club will be encouraged to participate in the CICL. This program is designed to promote League growth, and to maximize participation in team chess in the Chicago area.

2. Team Eligibility

- a) For a chess club to field a team in the CICL, it is to be an Illinois Chess Association affiliate, be open to the public, and meet regularly (twice a month or more) at a regular meeting site.
- b) If a chess club does not meet all of the above criteria, it still may apply to be approved to field a team in the CICL. The guidelines used to decide if their application will be accepted are: how closely do they meet the above criteria; and that their team represents an organization that exists for a purpose other than to field a team in the CICL.
- c) A chess club may field more than one club team. Each club team that is new to the CICL must be accepted by vote of the CICL.
- d) At the Fall Business Meeting preceding the season, each club team (both new and returning teams) participating in the CICL during that season must submit a written team roster and their home playing site (or willingness to play all matches at their opponents' home site). The team roster lists each player's name and rating. The team roster must list an estimated rating for each unrated player. Before a club team can play a match in a new season, the Chairman of their division is to provide all captains in that division that club team's roster for that season.

3. Player Eligibility

- a) By the time of the Fall Business Meeting preceding a season, each person on a club team's player roster is to be verified by the club's organizer to be a member in good standing of that chess club, and of age 16 or older.

- b) Only people on a club team's player roster, including players added to it by means of *Section IV.F.4*, may play for that club team. This applies to both counting and non-counting boards.
- c) Players who are current employees (as defined in the first three bullet items of *Section IV.D.1*) of a company with a company team are not eligible to play on a club team. If a member of a club team becomes eligible to play on a company team after the start of a season, his eligibility for the club team will continue for that season.
- d) Once a player has played on a club team, he is ineligible to play on any other CICL team for that season, even if hired by a company that fields a CICL team.

4. Mid-season Changes

- a) A club team may add players to their team roster during the course of a playing season only by consent of both the chairman of their division and the League president. These players must meet the player eligibility rules in *Section IV.F.3*. The rating (or estimated rating for unrated players) must be provided for these players. The Division Chairman is to notify all captains in that division of mid-season roster additions to club teams in that division. This is to be done at least 24 hours before the added player can play in a match.
- b) Club teams may change their home playing site (or commitment to play all matches at their opponent's home site) during the course of a playing season only by consent of the chairman of their division and the League president. It must be voted on at a future business meeting.

V. Rules of Team Competition

A. Scheduling

1. Division Schedule

The member teams will normally play a "round robin" schedule each season. The general concept will be determined at a pre-season business meeting, and the particular schedule will be prepared and distributed by the division chairman at least ten days before the schedule goes into effect.

2. Scheduling a Match

The team captains will be responsible for arranging a mutually agreeable date and starting time within the period allowed for the given round. The home team captain will normally be responsible for taking the initiative in arranging match dates. Match dates cannot be cancelled unilaterally within one week of the established date.

3. Unscheduled Matches

If team captains cannot agree on a match date by the last week of the time period for the round in which they are scheduled to play, they should each submit their first three choices of an evening during the following week to the division chairman. He should then use these choices and other pertinent facts to select a date most equitable to both teams.

4. End of Regular Season

All matches that have playoff implications must be completed by the "End of Regular Season" date found in *Section II.A.8*. Any such match that is not completed by this date shall be treated as a double-match forfeit with each board recorded as a double-forfeit. The division chairman has the discretion to allow some delay for other matches.

B. Team Captains' Responsibilities at Matches

1. Player Ranking

- a) Team captains will be responsible for making an honest effort to rank their players according to their current relative strength for each match.
- b) The home team captain shall present his line-up first on the match result sheet.
- c) Players shall be ranked by most recent CICL ratings, with no more than a 100-point difference between any and all players ranked out of order. If a player has played less than 10 rated games, a 200-point leeway is allowed for that player.
- d) New CICL players with a (reasonably current and accurate) USCF rating should be ranked at that rating, and it should be provided on the match result sheet for the benefit of the ratings chairman. If the player has no CICL and no USCF rating, but does have a (reasonably current and accurate) USCF equivalent (FIDE or a rating from another country's rating system with a USCF conversion table) over the board rating, it is to be used as stated above. If a non-CICL rating is provided on the match result sheet, the name of the other rating system (USCF, FIDE or other country's rating system) is also to be provided.
- e) Exceptions to the ranking rule must be agreed to by the opposing team captain.

2. Refereeing

- a) In general, the captains should act as referees through which complaints or questions should be cleared. They are to jointly resolve disputes in accordance to CICL rules.
- b) If the two captains cannot agree on the facts of a dispute or on the correct interpretation of the rules, the host captain's opinion will be given precedence at the time, but the visiting captain may bring the matter to the division chairman for resolution within one week of the date of the match. The visiting captain should notify his counterpart that the game is being played under protest, and so indicate on the match results sheet. If a dispute concerns a game position, the position and all other relevant facts should be recorded.
- c) When captains are called upon to act as referees while playing a clock-controlled match game, they will be allowed to stop their clocks while carrying out their duties.

3. Attendance

Captains are expected to make every effort to maximize participation in team events by encouraging club members to play "extra board" games. Although these games will not affect the team score, they should help maintain the interest of less proficient players and help them to achieve ratings. The team captains should select a match date that will optimize participation.

4. Publicity

Captains are expected to encourage submission of interesting games or news of their team members to the bulletin chairman for publication.

5. Player Conduct

The team captains are expected to encourage good sportsmanship and proper chess etiquette among their team members. They are responsible for their team members observing the CICL rules and the Laws of Chess.

6. Host Team Captain's Role

- a) The host team captain will be responsible for providing a suitable place to play chess, furnishing chess equipment (standard size Staunton pattern chessmen are preferred), score sheets, match results sheets, and chess clocks.
- b) He must also have available for consultation an up-to-date copy of the CICL Constitution, and should have a copy of the USCF official rules, preferably the latest edition.
- c) He is responsible for submitting a legible results sheet signed by both team captains or their representatives to the division chairman and ratings chairman within one week of the match date. Alternatively, results may be submitted by email or fax. He must also provide a copy of the results sheet to the visiting team captain.
- d) The home team captain [or designated associate](#) must collect all copies of score sheets [of all played games](#) of a match and submit them to the Games Editor no later than two weeks after a match. Electronic submissions are acceptable.

7. Alternate Team Captain

Whenever a team captain is absent or departs early from match, he should designate a qualified alternate to act in his place. Both teams, home and visiting, should be informed of this delegation of responsibility.

8. Match Strategy

A team member may consult his team captain at any time concerning the advisability of offering or accepting a draw, or of adjourning a game. The team captain in his response may observe the position on the board, but may not discuss the position or the strategy of the game with the player. The captain may, at any time, remind a player of his right to adjourn, and he may inform the player of the current match status.

C. Match Logistics

1. Colors: The team designated as the home team gets the black pieces on odd boards.
2. Playing Location: In the regular season, a match is played at the home team's site unless otherwise agreed. During the playoffs, a match is played where announced.
3. Minimum Length: The site where a match is played should allow enough time for the first two default time controls to be played in one session (~ 5.5 hours). If this is not possible, then enough time for one default time control must be allowed (~ 3.5 hours).

4. Starting Time: All boards begin play at the same time unless otherwise agreed. A standard grace period of 15 minutes beyond the agreed starting time is allowed for latecomers. If a team fails to write in their complete lineup by this time, all their clocks may be started.
5. Lineups: The home team writes in first, followed by the visiting team. A player's name must be filled in for each counting board, or the board is conceded. Concessions may only occur on the bottom-most counting boards, below all those with a player's name entered. To use a player's name, the player must either be (a) present, or (b) have committed to play and not canceled. When writing in a split match, only boards played on that day must be entered.

D. Forfeits

- a) Board Forfeits: A forfeit is determined when a team concedes a counting board, or after a player's clock runs an hour (or he withdraws) prior to making his first move. If both players are absent, one clock is run for both, with the time split between them when the first arrives.
- b) Game Score: The forfeiting team gets 0 Game Points (GP) for a board forfeit (record "0F"). The opponent team gets 1 GP (record "1F") if the forfeit isn't mutual.
- c) Match Score Adjustment: For each forfeit on a board higher than a not forfeited counting board, the opponent team's match score is adjusted as follows (to a maximum of 6 GP):
 - a. +1 GP for boards 1, 2, or 3
 - b. +½ GP for boards 4 or 5

If both teams would receive an adjustment this way, reduce both by the smaller adjustment.

- d) Ratings Report: Players who forfeit a board have an unrated loss recorded in their individual W-L-D column. Players who collect a forfeit have an unrated win recorded. To collect these wins for an entire match forfeit, the winning team must provide a player name on each board.
- e) Split Match Exception: If a player in a split match cancels, but the team is unable to shift up, the board may be forfeited without a player's name. Match score adjustments still apply.

E. Basic Rules

1. The latest edition of the official rules of the United States Chess Federation will govern all matches.
2. In the interpretation of the Laws of Chess, the two team captains jointly, as described in *Section V.B.2*, will exercise the powers and responsibilities assigned by the Laws to the arbiter of the competition.

F. Time Controls

1. Time controls can be set by individual player agreement. Except that for all games reported on a match results sheet (counting or extra board), a time control of game in 30 minutes ("G/30") or slower must be used.
2. The default time control is 45 moves in 90 minutes without a delay, followed by a secondary time control of 30 moves per hour without a delay. This default will apply in the absence of agreement to a different time control between the two players.
3. If a clock must be started in the absence of a player, the default time control will apply, unless the team captains agree otherwise.

G. No Smoking

Smoking is not permitted at the board at any League competition or function.

H. Adjournments

1. When an Adjournment May Occur

After the secondary time control, either player may demand an adjournment. Adjournment at any other time may occur only if both players agree to it, except when the playing site has a fixed closing time (see next section).

2. Sites With a Fixed Closing Time

- a) If a playing site has a fixed closing time, the home team captain must announce the closing time before the match. If the site's closing time does not allow play to continue through the end of the second default time control, the following rules then apply for adjourning games after the first time control is completed. But these rules do not apply, if both players have agreed to a sudden-death time control that will be completed before the closing time.
- b) After the first time control is completed, and it is within 30 minutes of closing, either player may require an adjournment. This can be without the agreement of his opponent, even if it is not one's turn to move. Whoever is on move must then seal their current (unplayed) move before the announced site closing time. Captains will announce when it is 30 minutes before the announced closing time.
- c) When it is 15 minutes before closing time, the game must be adjourned. As of that time, no further moves on the board are allowed. Whoever is on move must seal their current(unplayed) move before the announced site closing time. Captains will announce when it is 15 minutes before the announced closing time.
- d) The home team player (whose site doesn't allow the normal five hours of play) is to travel to the other team's home site to resume the game, unless both players agree otherwise. When a non voluntary adjournment occurs at a neutral playing site with limited playing time due to time restrictions, the adjournment should be played off at some site that is mutually agreeable to the two players involved.

3. Procedure For Sealing a Move

- a) The player wishing to adjourn must, when it is his turn to move, write his move in unambiguous notation on his score-sheet, put his and his opponent's score-sheets in an envelope, seal the envelope, and then stop the clocks. If the player makes the said move on the chessboard, he must seal this same move on his score-sheet.
- b) On the outside of the sealed move envelope, record the position immediately preceding the sealed move and the time used by each player,
- c) Sign and obtain the signature of his opponent on the sealed move envelope.
- d) Give the sealed move envelope to the opponent's team captain or his representative, who will not open the envelope or reveal the move until the game is resumed.

4. Resuming the Game

- a) Unless both players agree to a result (win, loss, or draw), an adjourned game must be resumed, and the game completed, within ten days of the date of the team match.
- b) For the resumption of an adjourned game, the player who requested the adjournment and made the sealed move has the obligation to travel to his opponent's home playing location (except in the case when the playing site has a fixed closing time, see *Section V.H.2*. Any other location is satisfactory if mutually agreeable. Refusal to resume an adjourned game will result in a forfeit loss.
- c) Similar to rules for the first session, a player may unilaterally demand a subsequent adjournment of a resumed game only after two more expirations to the time control, or earlier by agreement. The default secondary time control will apply unless agreed otherwise.
- d) If unusual circumstances, such as extended illness, prevent the game from being resumed within ten days, the division chairman may, at his discretion, order an adjudication of the adjourned position by a chess expert. Any fee for this service will be shared equally by the teams of the two opponents.

I. Scoring

1. Game Scoring

If more than one game is played between opposing players, the first game will count in determining the match score. A point will be awarded for each win and a half point for draws. Losses will be assigned a zero score.

2. Match Scoring

The team compiling the largest game point score, including forfeits, will receive one match point, regardless of the game points won. In the event of equal game point scores, each team will receive one-half match point.

3. Team Standings

Team Standings will be determined by team match points. Teams not completing their schedule will retain the match points they have earned, but all remaining matches will be treated as team forfeitures.

J. Tie-Breaking

1. Ties in the final standings of a Division, including a tie for first place or a tie for second place, will be settled by using the tie-break methods listed below. This might determine which teams are awarded Division trophies, or are chosen to participate in the League championship playoffs.

2. How to Break Ties.

- a) Each of the tie-break methods (as found in the next section) awards a number of tie-break points to a team. To break ties, calculate the tie-break points for all teams who are tied using the tie-break method that is listed first.
- b) Resolve ties by comparing the tie-break points awarded to all the tied teams. The team with the most tie-break points wins the tie.

- c) If there are still tied teams, then use the next tie-break method in the list, but just for the teams who still are tied.
- d) Continue until all ties are resolved.

3. Tie-break Methods.

The tie-break methods are used in the same order as listed.

a) Head-to-Head Match Records ("HMR")

Calculate the net wins versus losses achieved by a team during the regular season among just the teams who are tied, to get that team's HMR tie-break total. (Match records scored against other teams, those who are not tied with each other, are ignored.)

Example. Three teams A, B, and C, are tied after the regular season. During the season, team A beat B once and they drew once. B beat C once and also lost once. A played C only once and they drew their match. Team A has a head-to-head match record of 1-0-2 with a net HMR total of +1. Team B has a record of 1-2-1, with a net HMR of -1. Team C has a record of 1-1-1 with a net HMR of 0. This fully resolves the tie-break with team A ahead of team C ahead of team B.

b) United States Amateur Tournament System ("USAT")

A team is awarded "round points" for each round in the regular season. To calculate the "round points" for team A, for a round where team A played team F: multiply the number of *game points* won by team A in this match, by the total *match points* that team F won in the regular season. The sum of team A's "round points" is team A's USAT tie-break points.

Example. Team A scored 4 game points in their first round match against team F. Team F's total match points for the regular season was 5. Team A's "round points" for the first round are $4 \times 5 = 20$. Do the same calculation for the rest of team A's rounds. Then sum up all of team A's "round points" to get team A's USAT tie-break points.

c) Performance Rating ("PR").

A team's PR at the end of the regular season is the team's tie-break points using this method. (This is the same PR that is used to select a wild-card team for the League championship playoffs, see *Section VI.D.3.*)

d) Division-Playoff-Match.

It is extremely unlikely that teams would still be tied after using the above tie-break methods. But if so, divisional playoff match(es) will be played among the tied teams. The division-playoff-match tie-break points for a team is the sum of match points it wins during the divisional playoff match(es).

4. More Clarifications and Examples

- a) Each tie-break method is used (at most) once: there is no moving up or down in the list of tie-break methods, nor is any tie-break method "reused".
- b) When comparing tie-break points, it is only done once per tie-break method, and it is done mutually among all the teams who were tied at the start of applying that tie-break method.

- c) If two teams are tied for 1st and two other teams tied for 3rd, then two entirely separate tie-break procedures are performed to break the two different sets of ties.

Example. Teams A and B are tied for 1st place. Calculate the tie-break points by the first tie-break method in the above list, i.e. head-to-head match points. Team A and team B scored the same number of match points in their head-to-head matches during the regular season. So their HMP tie-break points do not resolve the tie. Then calculate tie-break points using the next method, USAT. Team A earns more USAT tie-break points than B, so A wins 1st place, and B gets 2nd.

3-Way HMP Example. Three teams, A, B, and C, are tied for first place. During the season, A beat B twice. B beat C twice. C beat A once and also drew once. Team A has a head-to-head match record of 2-1-1, with a net HMR total of +1. Team B has a record of 2-2, with a net HMR of 0. Team C has a record of 1-2-1, with a net HMR total of -1. This fully resolves the top three spots with team A ahead of team B ahead of team C. Converting this example to match points, team A has 2.5, B has 2.0, and C has 1.5.

3-Way Example. Three teams are all tied for 1st place. Using the first tie-break method, team A with a head-to-head match record of 3-1 has a net HMR of +2. Team B and team C each have match records of 1-2-1 with a net HMR of -1. A is awarded 1st place. Teams B and C are still tied. (It would be *incorrect* to compare how team B and C achieved their net HMR total for breaking the remaining tie.) So proceed to the next tie-break method. Team B earns 40 USAT tie-break points, and team C earns 30 USAT points. Hence team B wins 2nd place and Team C gets 3rd place.

K. Club and Associate Team Rating Cap

1. All club teams and all associate teams must adhere to the rating cap described below, for all League matches including League Playoffs. Club and associate teams are referred to as "capped teams".
2. For each League match, the average rating of the players on the six counting boards of a capped team must not exceed the rating cap of 1900. When calculating this average, if the 5th highest rating among the six ratings is less than 1600, then 1600 must be used in the calculation instead of the 5th highest rating. And, if the 6th highest rating is less than 1400, then 1400 must be used in the calculation instead of the 6th highest rating. The above is verified by the capped team captain prior to each match (but no later than when the lineup is written on the Match Results sheet).
3. When checking the rating cap, for each unrated player who is playing on a counting board, the estimated rating from the capped team's team roster is to be used.
4. When checking the rating cap, the average rating must always be calculated using six ratings of players on the capped team's player roster. Those six ratings include the ratings of the players written on the Match Results sheet for counting boards. If five or fewer players are written on the Match Results sheet for counting boards, then additional players from the team's roster are selected by the capped team captain so that six ratings are always used to determine the average rating. The guideline for which additional rating(s) to use is: the rating of player(s) who commonly play for this team.

VI. League Championship

A. Purpose

The purpose of the League Championship is to determine an overall-season league champion from among the top teams in the various divisions in the league, and to award trophies to the very best teams in this group

B. Overview

Assuming that the League is composed of four Divisions:

1. The Playoffs are to be a 3 round Swiss System tournament.
2. Eight teams are to compete in the Playoffs.
3. During the 2nd and 3rd rounds, the time control is to be 45 moves in 90 minutes, followed by Game in 60 minutes.

C. Playoffs Tournament Director

1. The Playoff Director will supervise the playoffs, producing equitable pairings, and will resolve disputes, using League rules and USCF rules as a guideline.
2. Establish date and arrange for a suitable location.
3. Establish which teams participate in the playoffs and their seedings.
4. Prepare and publish key rules of tournament.
5. Arrange for score-sheets, table numbers, wall charts, sealed move envelopes, coffee service, etc.
6. Post results of each round.
7. Organize and direct an individual tournament.

D. Team Eligibility

1. Division top teams – The Method

The following method is to be applied at the Spring Business meeting each year. Its purpose is to allocate playoff spots, by representation and strength, to division teams.

- a) Proportion: For each division, calculate its proportion of league playoff spots:

$$\text{Proportion} = \# \text{ Division Teams} * \# \text{ League Playoff Spots} / \# \text{ League Teams}$$

All non-exhibition teams at the time of the Spring Business meeting are counted.

- b) Guaranteed Spots: Each division then gets the following guaranteed playoff spots:

$$\text{Guaranteed} = \text{Proportion} - 1, \text{ rounded up}$$

- c) Wildcard Spots: All remaining playoff spots are allocated by wildcard. To allocate these to division teams, allocate them one at a time, comparing the next in rank team from each division:

- a. Calculate, for each division's next in rank team, the following:

$$\text{Adjusted PR} = \text{PR} + (\text{Proportion} - \text{Guaranteed}) * 200$$

- b. Whichever team has the largest Adjusted PR gets the spot. If tied for the last spot, remove the first season match from each team's PR average and recalculate the Adjusted PR. If still tied, remove the second match, etc.
- c. Divisions may compete for a second wildcard spot. For this extra spot beyond Guaranteed + 1, however, the Adjusted PR is lowered 200.
- d) Replacement Spots: If a replacement team is needed, for whatever reason:
 - d. Allocate it to the next in line team of a division not meeting their Guaranteed.
 - e. If spots remain, allocate them by Wildcard, as described above.
- e) Division Trophies: Each division receives the following number of division trophies. This is independent of the number of playoff spots that division receives.

$$\text{Division Trophies} = \# \text{ Division Teams} / 3, \text{ rounded up}$$

2. Team Intention

A team that becomes eligible for the playoffs is required to declare, by the time of the Spring Business Meeting, its intent to compete in all rounds of the playoffs. Failure for any reason to field a minimum of 4 players for each of the rounds will disqualify that team for eligibility for the playoffs for the following year.

E. Player Eligibility

To be eligible in any form of playoff match (League championship or tie breaking), a player must have played in at least one regular season game. Forfeit wins are acceptable. Forfeit losses are not, nor are games as an "extra board" between members of the same team.

F. Seedings

Seedings will be done according to the Swiss System, which requires ranking teams from the strongest to the weakest. The Performance Rating will be calculated for each team during the regular season. From the PR, appropriate seeding will be made.

G. Pairings

1. Pairings will be done according to the Swiss System. This system divides teams into score groups, orders each group by rating, and pairs the top half vs. the bottom half. If there is an odd team out, the lowest rated team is paired against the highest rated team in the next lower score group.
2. Conflicts can arise with the above "natural" pairings if teams are paired twice. In addition, to promote cross-league play, same division pairings are less preferred (treated as a Swiss "alternating color" conflict). True color conflicts are less important for "Teams of 6", and not adjusted for.

3. The following is a summary of how to resolve conflicts when they occur:
 - a) Look at swapping one of the two teams with a team in the same half of their score group. Of the possibilities, pick the one that minimizes the rating change. If ≤ 40 points, make the swap **.
 - b) Look at swapping one of the two teams with a team in the other half of their score group. Of the possibilities, pick the one that minimizes the rating change. If ≤ 40 points, make the swap.

If neither of the above applies for a same division conflict, don't resolve it. The following additional step only applies to avoid pairing teams twice:

- c) Look at swapping one of the two teams with a team in any score group. Of the possibilities, minimize the score group change first, and then minimize the rating change. Regardless, make the swap **.

If it is necessary to prioritize conflicts, first avoid teams playing twice, then avoid a 2nd same division pairing, then avoid a 1st same division pairing.

** for swaps where the teams are both in the upper half of the same score group, the corresponding lower half opponents are swapped instead.

4. The following additional restrictions apply to resolving pairing conflicts:
 - a) In the penultimate round, if "natural" pairings would have the top four ranked teams playing each other, then same division conflict swapping of these four teams may only occur amongst themselves.
 - b) In the championship round, if "natural" pairings would have the top two ranked teams playing each other, then no same division conflict swapping of these two teams shall occur.

H. Time Control and Adjudication

1. If a round is played at a common site supervised by the Playoff Director, time controls will be identical for all boards and all teams. The time control will normally be the default league time control, unless the Playoff Director determines that this is too slow for the constraints of the playing site (such as when two rounds are played in one day); then the Director will set an appropriate faster time control, applicable to all games of a round. The Director may set secondary time controls on a fraction of an hour basis, or a "Game/x ("sudden death") " if necessary, or he may set a deadline time for adjudication. The usual time control in this case is 45/90 followed by G/60 (and to not set a deadline time for adjudication).
2. If more than one round is played on the same day, the Playoff Director will take into account the time necessary for secondary time controls, possible adjudications, a quick lunch, pairing time for the next round, etc., in setting time controls.
3. If adjudication is necessary to start the next round in time to meet the constraints of the playing site, and the players cannot agree on a result, the Director will call the four highest-rated available impartial players (i.e. those whose teams do not stand to gain by the result) as judges. If the Director is one of the highest-rated available impartial players, he does not need to call anyone rated below himself.

I. First Round Home Site

The following will be used to determine which teams play at their home site in the first round of the playoffs. Home site goes to the team with the higher division ranking. For example, a division winner gets home site over a second-place team. In the event of a tie, a coin toss, conducted by the playoffs Tournament Director, will determine who gets home site.

J. Color Assignments

To more closely follow the Swiss System rules, for the first playoff round the #1 seed team gets White on board 1, #2 seed gets Black on board 1, alternating colors for the remaining boards. This holds true regardless of where the match is actually held.

K. Trophies

Trophies will be awarded to the top three teams of the playoff tournament. Since no tiebreak method has been deemed equitable for such a short tournament, none will be used. Additional trophies will be issued if a tie extends beyond third place.

L. Forfeits

Forfeits in the playoffs are treated the same as they are in the regular season.