

# NZCF Rules for Team Matches

## ***1. Interpretation***

'Adjudicator' means a club or player appointed for the purpose of adjudicating unfinished games.

'Alternate' means any individual representative of a competitor to be engaged to play for that competitor only in the absence of a player.

'Competitor' means any individual club or league playing or intending to play in any match.

'Operator' means a technician engaged to transmit and receive moves, messages, etc passing between a competitor and an opposing competitor.

'Opponent' means any player of an opposing competitor.

'Player' means any individual representative of a competitor engaged to play for that competitor.

'Teller' means a person engaged by a competitor to convey moves and messages between the players and the operator.

'Umpire' means a person appointed by a competitor to be present in the playing room of an opposing competitor.

## ***2. Application of Rules***

- 2.1 Subject to the rules and modifications hereinafter contained and subject to any special rules that may be adopted or prescribed by the controlling authority in respect of any competition or match such portions of the rules in NZCF Tournament Rules or Tournament Regulations as are applicable to team matches shall mutatis mutandis be applied to matches played between affiliated clubs or leagues.
- 2.2 Subject to any special rules that may be adopted or prescribed by the controlling authority in respect of any competition or match the following rules 3–7 shall, where applicable, apply to all team matches played in New Zealand.

## ***3. Match Preliminaries***

- 3.1 Each team shall appoint a captain who may but need not be one of the players. The duties of the captain shall be: to draw lots for colours (if this has not already been done by the controlling authority); to agree on the time control (if this has not been decided by the controlling authority); to ensure that his team is acquainted with the rules applicable to the match; where agreement can be reached, to settle with the opposing captain the results of unfinished games; to make on behalf of any member of his team any representation to the umpire on any matter of law or fact which requires decision by the umpire; to protect the interests of his team and the members thereof and to act generally for and on behalf of his team.
- 3.2 No player shall be eligible to participate in a match unless he is a bona fide member of the competitor for which he intends to play. No player shall in any one competition in any year play for more than one competitor.

- 3.3 The team captains shall agree on the number of boards to be played if this has not been decided by the controlling authority.
- 3.4 In each team the players shall be arranged in order of playing strength with the strongest on board one.
- 3.5 If colours have not been decided by the controlling authority then lots shall be drawn by the captains and the winner shall choose whether his team will have the white or black pieces at the odd numbered boards.
- 3.6 The clocks at all boards shall be started at the time set down for the commencement of play. Notwithstanding this the opposing captains in a match may, before the commencement of play, agree that the clock at any board shall not be started at the commencement of play but that such clock shall be started at some other time during play.

#### ***4. Alternates***

- 4.1 If a player is absent at the commencement of play his captain may wait for him to arrive or may replace him at any time with an alternate who shall be deemed to have consumed any time which may have elapsed on the clock.
- 4.2 If a competitor in a telechess match elects to replace a player with an alternate the opposing competitor shall be informed when the alternate first transmits a move at which time the alternate shall be deemed to have become the player and subject to these rules.
- 4.3 Where one hour has elapsed on an absent player's clock the competitor of which the absent player is a member shall be deemed to have lost the game.
- 4.4 Any game commenced by any player or alternate shall be continued by that player until the time set down for the end of play or until the game is concluded whichever is the sooner.

#### ***5. Unfinished Games***

- 5.1 The result of any game unfinished at the time set down for the end of play may be determined by mutual agreement between the captains. Where the opposing captains cannot agree on a result the final position in that game shall be submitted to the adjudicator appointed by the controlling authority or, in the absence of such appointment, to an adjudicator agreed upon by the captains.
- 5.2 No adjudicator for any match shall be one of the competitors in that match nor an affiliate or member of one of the competitors.
- 5.3 If either competitor is not satisfied with the adjudicator appointed for that match it may apply to the controlling authority giving its reasons for dissatisfaction and asking for the appointment of a new adjudicator. Such application shall be lodged not less than three weeks before the date set down for the match and the opposing competitor shall at the same time be notified of such application.

- 5.4 If the controlling authority is satisfied that an application under rule 5.3 is soundly based it may appoint a new adjudicator and shall inform both competitors in that match of such new appointment.
- 5.5 Each competitor shall retain all records relating to any unfinished game and shall, within ten days of the match, forward to the appointed adjudicator the correct final position of each such game indicating whether it is White or Black to move. Forwarding an incorrect position to the adjudicator may entail loss of the game.
- 5.6 The positions submitted to an adjudicator shall be identified in such a way that the adjudicator cannot determine the colour possessed by either competitor or the board at which the game was played. If either competitor violates this provision that competitor shall be deemed to have lost any game in which such violation occurred.
- 5.7 For any game where the positions received from the respective match captains do not agree the adjudicator shall take such steps as he deems necessary to establish the correct position.
- 5.8 The adjudicator shall return each diagram to the captain who sent it with his decision marked thereon thus: "White wins", "Black wins" or "Drawn". The result of each adjudicated game shall be scored in the match in accordance with the adjudicator's decision.

## **6. Scoring**

- 6.1 The competitor shall score one point for each game won, half a point for each game drawn, and zero points for each game lost.
- 6.2 Whichever competitor scores more than half of the possible points shall be declared the winner of that match.
- 6.3 If each competitor scores half the possible points the victory shall be determined by the following tie-break system: each player who wins his game shall score for his competitor as many points as the number of the board at which he was playing; draws and losses are not taken into account. The competitor with the lesser tie-break score shall be declared the winner of the match. If the tie-break scores are equal the victory shall be awarded to the competitor scoring the greater number of wins with the black pieces.
- 6.4 Each competitor shall forward the results of all games to the controlling authority as soon as possible after the completion of the match.

## **7. Telechess Matches**

- 7.1 Telechess matches are conducted by transmitting the moves via telegraph, telephone, telex or radio.
- 7.2 Each competitor shall appoint an umpire who shall be personally present in the playing room of the opposing competitor during the hours of play and who shall act for and on behalf of the competitor in all contentious matters.

- 7.3 The umpire shall be empowered to prevent and terminate any collusion between players of the opposing competitor, to supervise the stopping and starting of the clocks of the opposing competitor, and to award a loss to any player of that opposing competitor if it is ascertained that that player's time has elapsed before he has played the required number of moves. He may also impose penalties for any infringement of the Laws of Chess or these rules as he thinks fit. The umpire's decision on fact shall be final.
- 7.4 If a competitor is dissatisfied with any decision of an umpire, except on a question of fact, it may appeal to the controlling authority stating reasons for such dissatisfaction. The controlling authority may reverse or otherwise rectify the umpire's decision as it thinks appropriate and any such decision or rectification shall be final.
- 7.5 Each competitor shall appoint a sufficient number of tellers who shall be deemed to be the agents of the opposing competitor. Each teller shall deliver outward messages to the operator and inward messages to the players. He shall without delay make each inward move on the player's board and thereupon start the player's clock.
- 7.6 For the transmission of moves the Udemann code or algebraic notation shall be used. The teams shall agree on the notation prior to the start of the match.
- 7.7 Immediately after making his move the player shall despatch to his opponent a message stating the move he has played together with the designation of his board. After every tenth move the player shall also state the time he has used up to that point. The player shall be deemed to have discharged his responsibility to despatch the above defined message when he has handed the message to a teller.
- 7.8 Each player shall legibly and correctly record the moves of his game, keep message slips, and make such diagrams as are required. All the foregoing shall be marked with the designation of his board.
- 7.9 Each player shall check his opponent's moves as played by the teller with the message slip. If any player receives from his opponent any move which is any way unclear or ambiguous he shall ask his opponent to clarify the move. Such a player's clock shall not be started until clarification of the move is received.
- 7.10 If at any time during the match it is discovered that the position on any player's board does not correspond with the position according to the relevant message slips then the position immediately before the error was made shall be reinstated and the game shall continue from that point. If there is more than one such error in any game then this rule shall be applied to the earliest such error and all subsequent errors shall be ignored.

- 7.11 If during the course of play a player's clock is found to be defective or to have been improperly used or an irregularity under rule 7.10 has occurred and the time used by that player up to the point when the fault or irregularity occurred cannot be satisfactorily determined then the player shall be deemed to have used the proportion of the time remaining since the last notification to his opponent under rule 7.7 that the number of moves since played bears to the number of moves remaining after that notification until the next time control.
- 7.12 All clocks shall be stopped during meal breaks.
- 7.13 At the time set down for play to end any move made on a player's board but not yet transmitted to his opponent shall be transmitted and played on the opponent's board.

## **8. Bledisloe Cup**

- 8.1 The Council shall call for entries for the Bledisloe Cup competition in February of each year. Entries shall close on 31st March.
- 8.2 Each competitor shall consist of a team of sixteen (16) players. A captain shall be appointed who need not be a player but all shall be members of the same club or league of clubs affiliated to the Federation.
- 8.3 The Bledisloe Cup competition shall be played on a knock-out basis, each defeated competitor being eliminated from the competition. For the preliminary rounds up to and including the quarter-finals the draw shall be made in such a way that teams from the same geographical area are paired together. The draw for the semi-finals shall be made by lot. The two semi-final winners shall be paired in the final; the winner of which shall receive custody of the Bledisloe Cup for the following year.
- 8.4 When making the draw the Council shall decide by lot which competitor in each pairing shall have the white pieces at the odd numbered boards and this decision shall be included in the draw.
- 8.5 The Council shall appoint an adjudicator for each match.
- 8.6 For each round the Council shall set a deadline by which the match must be played. As the competition proceeds the Council may from time to time vary the deadlines for rounds.
- 8.7 Where a match is not played by the deadline as set under rule 8.6 both competitors shall be deemed to have lost the match unless the Council is satisfied that one competitor has been at fault in which case it may award the match to the opponent.
- 8.8 The Council shall, at least two months before the deadline for the first round, inform all competitors of the draw, the deadline for each round and the adjudicator for each match.

- 8.9 Where possible the matches shall be played over the board but where distance precludes this the matches may be played by telegraph, telex, telephone or radio. The competitors in each match shall make all necessary arrangements.
- 8.10 For a telechess match the hours of play shall be 1:00pm to 11:00pm on the agreed playing date. There shall be a dinner break from 5:30 to 6:30pm.
- 8.11 The time control shall be forty (40) moves in two hours and twenty (20) moves per hour thereafter.
- 8.12 At the conclusion of each annual competition the previous winner shall transfer the Bledisloe Cup to the new winner or to the Federation at the direction of the Council which shall arrange for all necessary engraving.

## ***9. Blackburn Cup***

- 9.1 The Blackburn Cup competition shall be open to all chess clubs affiliated to the Federation other than those designated from time to time by the Council as major metropolitan clubs.
- 9.2 The Council shall call for entries for the Blackburn Cup competition in February of each year. Entries shall close on 31st March.
- 9.3 Each competitor shall comprise a team of ten (10) players. A captain shall be appointed who need not be a player but all shall be members of the same club.
- 9.4 The Blackburn Cup competition shall be played on a knock-out basis with each defeated competitor being eliminated. For the preliminary rounds up to and including the semi-finals the draw shall be made in such a way that teams from the same geographical area are paired together. The winner of the final shall receive custody of the Blackburn Cup for the ensuing year.
- 9.5 The time control for Blackburn Cup matches shall be forty (40) moves in two hours and twenty (20) moves per hour thereafter. Notwithstanding this the competitors in any match played over the board may agree to a second time control of 15 minutes for completion of the game.
- 9.6 At the conclusion of each annual competition the previous winner shall transfer the Blackburn Cup to the new winner or to the Federation at the direction of the Council which shall arrange for all necessary engraving.
- 9.7 The following Bledisloe Cup rules shall also apply to the Blackburn Cup competition: 8.4, 8.5, 8.6, 8.7, 8.8, 8.9 and 8.10.