

**BRITISH CORRESPONDENCE CHESS ASSOCIATION
PLAYING RULES 2015**

(With effect from 1 January 2015)

(For definitions and interpretations as indicated by references, see Appendix)

SECTION A Laws of Chess

- A1. Games shall be played in accordance with the current F.I.D.E. Laws of Chess (1), except as otherwise defined in these Rules or ICCF (12) Playing rules. BCCA Rules take priority over ICCF Rules at all times.

SECTION B Method of play

Postal

- B1. Moves shall be numbered consecutively and (a) written in ink on a scorecard or, if both competitors in a pairing agree, on a scoresheet, or on postcards or in letters, or e-mail and (b) transmitted by second class mail; unless the organizing authority (2) or controller (3) makes other provisions for the moves in a particular game, match or tournament. Email communication may be used providing both players agree to its use. However, the Rules for postal play still apply.
- B2. All changes of permanent address shall be notified to both the opponent and the Tournament Director (TD) (3).
- B3. The player (4) shall record the following particulars against each move:
(a) The date upon which the opponent's latest move was delivered at the player's address (5).
(b) The anticipated postmark date of the player's own move. (This shall be corrected by the recipient if it does not correspond with the postmark which shall be kept as evidence and the correct date shall be advised with the next transmission.) Should the above particulars be omitted the recipient shall assume them and notify the assumed details with the next transmission.
- B4. Conditional continuations of moves and replies may be proposed by either player and such proposals shall be binding unless the recipient makes a different move from that proposed.
- B5. Except when the full score of the moves already played is returned, the opponent's latest move and any accepted conditional move(s) shall be correctly repeated. Without such correct repetition the player's own move is incomplete and the opponent may demand that it be completed before making a reply move, in which case the player shall record further delivery and postmark dates in accordance with Rule B4 and the playing time used for completing the move shall be added to that used for making the incomplete move. In the event of repetition of the offence, the opponent shall advise the TD who shall impose a minimum penalty of two additional days playing time upon the offending player.
- B6. In no circumstances shall any legal move once posted be retracted or amended;
- B7. A complete record of the moves made (including the dates of receipt and posting, or the dates sent/received in respect of Email) and all correspondence, etc., connected with the game shall be kept by each competitor until the game, match or tournament has been concluded.
- B8. Competitors shall comply with the regulations in the Post Office Guide so far as they affect the transmission of moves and correspondence connected with the game.
- B9. Where moves are transmitted by e-mail (a) moves shall be numbered and sent in algebraic or a mutually agreed notation bearing the name and e-mail address of the sender and a continuous record of all moves and confirmation of the date on which the opponent's latest message was sent. (b)The sender shall record on the message the date on which the opponent's latest move was received and the expected date of the reply. (c) Failing this, reasonable dates shall be assumed by the recipient and notified with the reply move.(d) When the expected reply date does not agree with the actual e-mailing date shown on the message time stamp, the recipient shall correct this and inform the sender with the reply move. (e) The time used for the move and the accumulated time for the game shall also be recorded. (f) Normal accepted time of e-mail transmissions is one day. If a longer transmission time is declared it may be referred to the TD for a ruling.

Webserver

- B10. ICCF Playing Rules Server shall be observed at all times except where otherwise overridden by BCCA Rules.
- B11. Players are responsible for monitoring the progress & time utilisation on their games on the Server.

SECTION C Illegal and Ambiguous Moves (applies to postal games only)

- C1 Any illegal (6), ambiguous (7) or illegible move must be referred back to the player thereof for amendment or clarification. The player shall record further delivery and postmark dates in accordance with Rule B4 and the playing time used for correcting the move shall be added to that used for making the incorrect move. In the event of repetition of the offence, the opponent shall advise the TD who shall impose a minimum penalty of two additional days playing time upon the offending player. In no circumstance shall a move other than one of the possible interpretations of an ambiguous move be substituted.
- C2 Any disagreement concerning an illegal, ambiguous or illegible move shall be immediately referred to the TD who may, at his discretion, cancel any or all of the subsequent moves and direct that the move in question be amended or clarified in accordance with Rule C1.
- C3 A move involving check shall not be deemed illegal, ambiguous or incomplete by reason only of the fact that such check is not expressly mentioned, and an incorrect statement of check shall not in any way detract from the legality of the move made.

SECTION D Time Control

- D1 Play shall begin on the day appointed for commencement (8) or as soon thereafter as the notice of pairing is received. Playing time shall not normally be counted against either player for the first move in a postal game unless receipt of the pairing notice has been acknowledged, but in the event of delay, the opponent may report the circumstances to the TD who may, at his discretion, direct that the time lost be counted.
- D2 Postal: The playing time used by each competitor for every subsequent move shall be the difference in days between the two dates recorded or assumed in accordance with Rule B4. No time shall be counted for any reply posted on the same day that a move is received or for accepted conditional continuations. Days on which according to Post Office announcements no collections are made, e.g. Sunday or because of strikes, shall be ignored, but Bank Holidays and Public Holidays shall be counted in full even though collections may not be made at individual collection boxes.
- Webserver: Playing time is accounted for in whole days (24-hour periods). A player will have 24 hours of reflection time to respond to a move before one day of time is charged against his/her clock by the ICCF Webserver. Time duplication may be used in any BCCA tournament – see ICCF Playing Rules for full explanation. Time remaining on a player's clock, when reaching a time control, is carried forward. Both response time and reflection time are stopped during a valid leave.
- D3 Each competitor shall be allotted 30 days playing time for each 10 moves in a postal game. Each competitor shall be allotted 35 days playing time for each 10 moves in a webserver game unless the tournament announcement or starting notice specifies otherwise. Time saved shall be carried forward.
- D4 Postal only: A player shall notify the opponent within ten days if, due to any circumstance, the reply move cannot be made during that time.
- D5 Postal only: Should there be no reply to any move by the 14th day from the date of posting, and no notification is received in accordance with Rule D4, then the player thereof shall immediately repeat the latest move (including the details required under Rules B4 and B6) and advise the Tournament Director. There shall be no requirement to use registration or recorded delivery services.
- D6 Postal only: Should it be claimed that a move has not been received, play shall continue on receipt of the repeated move and the player so claiming shall forthwith notify the TD who may, at his discretion, allow that the difference in days be discounted, advising both players in writing of his decision. Such claims shall not normally be entertained unless Rule D5 has been complied with.

SECTION E Expiration of Allotted Time

- E1 Postal: Should a player fail to resign upon exceeding the time allotted in Rule D3, the opponent may immediately claim the game and in that event will advise the other player accordingly. Such a claim may only be made at one of the time controls shown in Rule D3 and cannot be delayed. While the claim is being considered play will continue. If 40 days have elapsed with no contact from a player, and the latest move has been repeated in accordance with Rule D5, the opponent shall apply to the Tournament Director with a request to be awarded the game on Time.
- E2 Postal: Claims in accordance with Rule E1 shall be submitted to the TD together with evidence in support of the claim, including the score sheet or cards. Should the score sheet be unavailable, the record kept in accordance with Rule B8 shall be submitted.
- E3 Postal: Having received a seemingly valid claim made in accordance with Rule E2, the TD shall inform the opponent that a claim has been made, calling for any evidence which the opponent may possess refuting the claim. This evidence shall be submitted within 14 days, failing which the TD shall award the game to the claimant and send written notification to both competitors.
- E4 Postal: Should it be proved that the time allotted has been exceeded, the game shall be awarded to the claimant; otherwise play shall continue but the TD must in any event notify both competitors in writing of his decisions.
- E5 Webserver: A competitor who has exceeded the time allowed shall forfeit the game.

SECTION F Cessation and Withdrawals

- F1 Postal: In every game each competitor may reserve one or two cessations of play amounting in total to not more than 14 days. Prior notice in writing shall be given, both to the TD and to the opponent.
- F2 Except for team events, games affected by the accepted (9) withdrawal or death of a competitor shall be adjudicated. Claims for adjudication shall be submitted to the TD within 14 days (together with a copy of the full score of the moves played and a clear diagram of the position reached if the game is Postal -see Rule G3) and an indication of whether a win or draw is claimed.
- F3 Webserver: Each competitor may claim leave during the calendar year, up to & including the total number of days allowed in the tournament announcement, by utilising the webserver facility for taking leave.
- F4 Additional Special Leave may be granted in the event of serious illness, subject to the Tournament Director's discretion.

SECTION G Results and Adjudications

- G1 Postal only: The result of each game shall be notified to the TD by both competitors within seven days of its completion. If only one player complies with this rule the result as reported will be accepted and not be subject to appeal. If neither player complies with this rule, the game shall be recorded as a loss to both players.
- G2 Play shall cease on the date fixed for adjudication. Any move postmarked before this date shall be counted as a move made in the game. If the competitors are unable to agree upon a result, they shall each submit to the TD within ten days the appropriate adjudication fee (plus a copy of the full score of the moves played and a clear diagram of the position reached -see Rule G3- if postal) with an indication of whether a win or draw is claimed. Claims for a win must be supported by analysis. If a player fails to submit analysis, only a draw can be claimed. The fee will be returned to the player whose claim is upheld, subject to the result of any appeal. If only one player complies with this rule, the TD shall forthwith uphold that claim without recourse to adjudication.
- G3 Postal only: The diagram of the position reached shall be completed on a diagram blank or ruled format with White playing up the board. The pieces may be indicated by block capital letters and a circle drawn about the letters representing the black pieces. Alternatively a diagram print out from chess software is also permitted. The following additional information shall be given:

- (a) the number of men remaining to each side, (b) the player whose turn it is to move, and (c) any special circumstances, e.g. ability to castle, pawn en prise e.p.
- G4 When claims are received from both competitors in accordance with Rule G2, the TD shall arrange for an adjudication to be made, and shall notify both competitors in writing of the adjudicator's decision (10).
- G5 The decision of the adjudicator may be appealed against by either of the players concerned. All such appeals must be made within seven days of the receipt of the TD's notification. Analysis or notes in support of the appeal must be sent to the General Secretary together with the appropriate appeal fee (11) (to be returned if the appeal is upheld). If a postal game, two diagrams of each position must also be included. The General Secretary shall forthwith advise the appellant's opponent and the TD that an appeal has been lodged. All such appeals shall be sent to an appropriate strong player whose decision shall be final.

SECTION H General

- H1 The TD shall have the right to satisfy himself concerning the progress or conduct of the game, and at any time may require that the score sheet or cards and any correspondence connected with the game be sent to him within fourteen days.
- H2 If a player does not answer enquiries from the TD, that player may be deemed to have withdrawn from the tournament.
- H3 The TD may disqualify from the game(s) or event any competitor who breaks these rules.
- H4 Any point not specifically covered in the above rules shall be decided at the discretion of the TD.
- H5 Any competitor who is aggrieved by a decision of the TD may appeal to the organizing authority whose decision shall be final. Such appeal shall be posted within seven days of receiving the decision in question.

APPENDIX

(Definitions and Interpretations)

- (1) THE CURRENT F.I.D.E. LAWS OF CHESS: The latest English edition authorized by the E.C.F. before the commencement of the game, match or tournament.
- (2) ORGANIZING AUTHORITY: An organization conducting games, matches or tournaments under these rules.
- (3) THE TOURNAMENT DIRECTOR (TD) or CONTROLLER: The person officially appointed to control the game, match or tournament. In the case of team events, the TD may delegate any part of his authority to the respective team captains who shall jointly decide such matters, only referring these to the TD if agreement cannot be reached.
- (4) PLAYER: The player is the competitor whose turn it is to despatch a move. The opponent is the competitor whose turn it is to receive a move, and does not become the player until a move has been received to which a reply can be made.
- (5) THE PLAYER'S ADDRESS: The address notified to the opponent at the commencement of the game, or such other address as may be further advised, whichever is applicable at the time. All communications from the TD shall be sent to the permanent address and if a reply is required this must be made within 14 days of delivery at that address; competitors are therefore advised to arrange for such correspondence to be forwarded when necessary.
- (6) ILLEGAL MOVE: A move which cannot be interpreted as permissible by the F.I.D.E. Laws of Chess from the position reached in the game immediately before the move in question was made (CI).
- (7) AMBIGUOUS MOVE: A move which is capable of more than one interpretation from the position reached in the game immediately before the move in question was made (CI).
- (8) DAY APPOINTED FOR COMMENCEMENT: In the case of "double" pairings in a postal tournament, the commencement date for the second game shall be that on which the first move of the first game is received by the second player (DI).

- (9) Players wishing to WITHDRAW must apply to the Tournament Director, who will decide whether the reason given is acceptable. Silent withdrawals are never acceptable and shall be dealt with by Rules E1 to E4.
- (10) ADJUDICATOR'S DECISION: The competitors shall be notified of the adjudicator's decision before the result is published. However, this courtesy may be waived if it is necessary to use the adjudicated result in the compilation of the following season's tournaments (G4).
- (11) APPEAL FEE: The appeal fee shall be taken into the hands of the organising authority and only returned to the applicant if the appeal is upheld. No Appeal Fee shall be payable unless a sum has been specified by the organizing authority before the game, match or tournament commences.
- (12) ICCF: International Correspondence Chess Federation. The governing body of international correspondence chess.