

Stepps Chess Club

Guidelines for incremental time controls v5

All League time controls now use an incremental time control:

60 minutes plus 10 seconds from move one

(all clocks are set to this already, setting 18)

Each club has a "finish" time when any game still playing must stop.

For Stepps it is **9:55 pm**

In the unlikely event a game is still in progress at that point, the players must stop playing and make note of:

- **the exact position** I'd suggest take a photo with a mobile
- **side to move**
- **clock times**

Try to agree the result with your opponent!

You may consult both team captains and other players, if necessary.

If is not possible to agree a result, then the game should be submitted to the league controller indicating your claimed result and a fee of £20 (GCL only). If the claim is successful, any fee is returned to the club.

Please note, this will not be a computer adjudication – e.g. giving a win automatically where one player is 0.6 pts ahead according to the computer. The decision from the League Controller will take into account practical factors and their decision will be final.

We are hoping these situations are very rare and if they do happen, players can be "reasonable" taking into account match score and common sense.

No more Allegro Finish rules

The new incremental time control means no more "2 minute draw claim". You just play on until your game is finished or 9:55pm occurs.

Starting on time 7:15pm

Because we have a fixed finish time, we must ensure all games are started on time. For Stepps home games this is **19:15**

If a team is late on arrival, you need to either have started all the clocks at 19:15, then make sure the boards/clocks are the correct way after the toss for colours!

Or start one and adjust the rest, when the visiting team arrives!

Finishing time 9:55pm absolute latest

- The average Chess game is around 40 moves
- 2Hrs 30 allows for a 90 move game
- 2Hrs 40 allows for 120 move game

Stepps are a **2 hours 40 club**, a game would have to go beyond 120 moves before the above "adjudication" would be required.

Writing moves down & illegal moves

If any players time goes below 5 minutes **they** do not have to write their moves for the remainder of the game, even if a flurry of subsequent moves takes their time back over 5 mins.

Home team have the responsibility of adding 2 mins penalties where necessary. Would all team captains ensure they are familiar with how to do this:

<http://www.stepschess.com/digitalclocks.htm>

Be aware

A 2nd illegal move by same player, in same game, forfeits the game

Mobile Phones

- Mobiles must be switched off at all times. A phone ring loses the game.
- You should not leave the playing hall with a mobile on your person during the game either e.g. to go to the loo.
Mobiles can be left face down (and off!) on the table.
- Anyone needing a mobile to be left on silent mode (e.g. work or health reasons) must let both team captains know before the match starts

E&OE. These are NOTES which are intended to help clarify how to play with the incremental time controls. They are NOT a substitute for the rules and may not cover all situations 100% accurately.