Bury St Edmunds Chess Ladder

Operational Rules as at the AGM 2019

Overview

- Two ladders operate will operate in parallel, for Standard Play and Rapidplay chess.
- Games played between club members can always count for the ladder if they are played using a clock and with an appropriate time control. Moves must be recorded for Standardplay. Time controls are flexible, but we recommend:

  Standardplay: 1 hr 10 mins, plus 15 sec / move

  Rapidplay: 20 mins, plus 10 sec / move

- Result of games must be recorded on the "record sheet".
- Filled record sheets will be taken away for submission to the ECF LMS and later for grading.
- To be graded, both players must also be member of the ECF.
- Players are responsible for updating the ladder themselves.
- The rules below are only a proposal!

Club Ladder Rules (v1.0)

1. **Format: Two Ladders, Standard Play and Rapidplay**

   1.1 Standard play games must commence before 8pm. If starting later than 7:45pm it is recommended to adjust the time control accordingly. Rapidplay games must commence before 9:30pm.

   1.2 Recommended Time Controls are
   - Standard Play: 1 hour 15 minutes, plus 15 seconds per move
   - Rapidplay: 20 minutes, plus 10 seconds per move

2. **Challenges**

   2.1 On a club night, any club member may challenge any other club member in attendance to a ladder game.

   2.2 The recipient of the challenge may decline the challenge, only if one or more of the following applies:
   a) They have already played in a match or ladder game that evening.
   b) They are already committed to play a match or ladder game that evening.
   c) There is insufficient time remaining in the evening. (See Rule 1.1.)
   d) They have already played this opponent within the last month.
   e) They are graded more than 50 grading above or below the challenger.

   2.3 Either player may insist on the game being a Rapidplay game.

3. **Determining Colours**

   3.1 Players should agree between themselves who will have the white pieces. This agreement should be based upon aiming for alternation of colours wherever possible. If the players cannot agree, they should decide colours at random, for example by tossing a coin.

4. **Starting Ladder Positions**

   4.1 Anyone not having previously played in the ladder will begin at the foot of the ladder. Where there are several such players, then within the group they shall be placed in order of grade (or estimated grade).

   4.2 Anyone not playing Ladder games for an entire season will be removed from the ladder and on re-joining will begin at the bottom. If there are several such players, then within the group they shall be placed in order of grade (or estimated grade).

5. Ladder Movement

5.1 Players move on the ladder depending on the result of their game.

5.2 If the higher placed player wins, no movement will occur.

5.3 If the result is a draw, then the lower placed player will move up 3 places, unless this will take them above their opponent, when they shall move to the position immediately below their opponent.

5.4 If the lower placed player wins, they will move up 5 places, unless this will take them more than one place above their opponent, when they shall move to the position immediately above their opponent.

6. Handling of Results

6.1 Players are responsible for ensure the result of their game is recorded in the Ladder Results folder.

6.2 Players are responsible for updating the ladder in accordance with the rules in section 5.

6.3 For a game to be graded, both players must be members of the ECF.

6.4 Filled record sheets will be taken away for submission to the ECF LMS and later for grading, and returned to the folder for reference.

Ladder Game Results

Please record your result below. Delete "Format" and "Graded" options as appropriate, and tick to indicate that the ladder positions have been update to reflect the outcome.

For details of how to update the ladder, please see the rules which should be stored alongside this document.

Date	White	Result	Black	Format	Graded	Ladder Updated
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	
				Rapid Standard	Yes No	