

# Operating Model

## 1. Statement of purpose

1.1 The London Public Service Chess League exists to promote the playing of chess within a structured team environment on a simple, informal, and sporting basis.

## 2. Eligibility

2.1 The League will be open to the following clubs:

- Any club that used to be a member of the London Civil Service Chess League.
- Any other club that can demonstrate a reasonable connection (through its individual members or the organisation it represents) with the performance of public functions in the London area.

2.2 Members of any League club are eligible to play in league and cup competitions immediately upon joining that club.

2.3 A player may only play for one Club in the same season.  
(Added Jun 2023)

## 3. Governance

3.1 The League will be run by a Committee consisting of the following:

- A non-executive Chairman (casting vote only) (Added June 2018)
- One representative of each member club.
- A set of organisers consisting of an Administrator, Treasurer, Web Manager, and any others needed to carry out particular functions.

3.2 As far as possible, each organiser will also be the club representative for his or her club.

3.3 The organisers will run the League on a day-to-day basis, referring any important decisions to the Committee.

3.4 The voting entitlement is one vote per club, and decisions will be taken on a simple majority of those voting.

3.5 The business of the League will be transacted by email, with any necessary meetings held in a cost-free venue if possible.

## **4. Finance**

4.1 The Treasurer will propose an indicative budget at the start of the season with an estimate of any proposed expenditure.

4.2 The cost of running the League will be recovered from clubs at the end of the season, and will be allocated between clubs in proportion to the number of their teams they enter in the League.

4.3 The Treasurer will invoice the relevant clubs direct in relation to any ECF game fee expenditure for its players who are not members of the ECF.

4.4 The League's accounts will be audited and submitted to the Committee for approval at the end of the season.

## **5. Competitions**

5.1 Subject to club and team entries, the League will run the following competitions:

- A divisional competition consisting of three divisions for teams of 7, 6, and 5 boards respectively.
- Three cup competitions for teams of 7, 6 and 4\* boards respectively.
- An individual blitz tournament.
- A team blitz tournament.

\* The Jessie Garner competition will be run for teams of four boards with an average rating (in the September list) of no more than

1550. The maximum rating for any one player can be no more than 1675. Any player rated below 1150 will be given a rating of exactly 1150 for this competition. (Amended June 2019 & June 2022)

5.2 In cup competitions players may only play for one team in the same competition. (Added June 2018)

5.3 The playing season will run from September to May with a mid-season break.

5.4 Should teams finish the season on equal match points, positions will be decided by (1) game points difference, (2) the results of league matches played between those teams in that season. (added June 2017)

5.5 If cup matches are drawn, the outcome will be determined by (1) board count, (2) elimination of bottom board, (3) the toss of a coin.

## **6. Nominations**

6.1 Teams and players will be in order of playing strength.

6.2 Clubs with more than one team will nominate players for each team apart from the lowest.

6.3 Clubs may only nominate those players who they reasonably expect will play for them in league and cup competitions in the season ahead.

6.4 The number of nominations per team will be at least equal to the number of boards in a team.

6.5. Nominated players may play an unlimited number of games for a higher team, but may not play for a lower team.

6.6 No player may play for a lower team if their September rating is higher than the lowest nominated player for a higher team, unless it is with the consent of the Administrator. (Inserted 22 June 2022)

6.7 Clubs will send nomination lists to the Administrator at the start of the season. New players arriving during the season will be added to the nominations for the team that best reflects their playing strength.

## **7. Venues**

7.1 All matches will be played within Zone 1 of the London Underground.

7.2 Teams operating from a secure venue will need a list of visiting players at least one working day before the match and will disclose their own team list in return.

## **8. Playing conditions**

8.1 Games shall be played in accordance with the Laws of Chess, except where variations are provided for in this Operating Model.

8.2 Teams will exchange team lists and then toss for colours with the winner taking White on odd boards.

8.3 Matches will start at 6.30pm. Players not arriving at the board by 7.15pm will be defaulted.

8.4 Players may use algebraic or descriptive notation to record their games.

## **9. Time control**

9.1 The time control will be all moves in 75 minutes plus 15 seconds a move.

9.2 If suitable digital clocks are not available, the time control will be 30 moves in 75 minutes then all remaining moves in a further 15 minutes.

9.3 Players may bring their own digital clocks for use at venues that do not have any, with the prior agreement of the home captain.

## **10. Mobile phones and other devices**

10.1 Mobile phones and other devices capable of running a chess programme must be silenced or turned off for the duration of the playing session (except for captains where one or more of their players has not arrived at the start).

10.2 During play mobile phones and other devices must be stored in a bag, or in a coat or jacket not being worn, or displayed in the sight of the opponent. They must not be taken away from the board while a game is in progress.

10.3 If a player's mobile phone rings during play, the player will be asked to silence it or turn it off. If it happens again, the player will lose the game.

## **11. Results service**

11.1 After the match the home captain is responsible for loading the result on to the League website and the away captain will submit a confirmation. To avoid delays the away captain may submit the result first.

## **12. ECF rating and membership**

12.1 All games played in league and cup competitions will be submitted for ECF rating.

12.2 ECF membership is recommended but not compulsory. However, Clubs shall be liable for rating fees attributed to any of their players who are not ECF members on 30 June at the end of each season. (Added June 2023)

**END**