

CLERGY CORRESPONDENCE CHESS CLUB

PLAYING RULES

These rules are those of the International Correspondence Chess Federation as modified by the British Federation for Correspondence Chess. The numbering corresponds to that of the ICCF rules, but BFCC modifications are incorporated within the rules, rather than printed separately. Whilst every attempt has been made to ensure that these are an accurate representation of the BFCC playing rules they are valid only within the Clergy CCC. In the event of a dispute in a game involving other players the official publication must be regarded as definitive.

TRANSMISSION OF MOVES

1. The games shall be played by correspondence, ie by transmitting the moves on specially printed correspondence chess cards, on post cards, or in letters; these must contain the time used (see par. 14) and the signature of the player. It is desirable to use approved correspondence chess cards to transmit moves. Scoresheets or scorecards may be used only with the approval of both players: they must understand that this method of transmission does not provide positive proof of the moves played or the dates of transmission and receipt. Players shall have the option of using second class post, except where first class post is declared mandatory in the playing rules, or by the tournament secretary. All correspondence to the tournament secretary in respect of time claims, disputes, adjudications, and appeals shall be transmitted by first class post.
2. Moves shall be sent in algebraic or a mutually agreed notation. The opponent's latest move shall be repeated. The correct repetition of this move is necessary for the sender's own move to be valid. 3. The moves must be numbered.
4. A valid move, once posted can in no way be taken back, not even by telegram. Clerical errors are binding if they are possible and legal moves.
5. It is permissible to propose to the opponent one or more conditional ("if") moves. Whoever proposes conditional moves is bound by them until he receives his opponent's answer.
6. When accepting conditional moves, they must be repeated. When accepting a sequence of conditional moves, all accepted conditional moves must be repeated in the correct sequence.
7. Impossible, illegal or illegible moves shall be referred back to the sender for correction and ambiguous moves for clarification. Additional reflection time shall count for the guilty player as if for separate moves.
8. An impossible move is a move which cannot be played as recorded. An impossible move or an illegible move in no way obliges the player to move the piece in question.
9. The omission or addition of chess indications (such as "check", "captures", "mate", "any move", "en passant") is without significance. A move is not impossible in this way.
10. A full record of the game must be written down, as well as the time of reflection used. It is desirable to use authorized correspondence chess sheets for this. All correspondence of one's opponent shall be kept until the conclusion of the tournament.
11. The playing regulations of the FIDE are also valid for correspondence chess, in so far as they are not altered under paragraphs 1-10. (For instance obviously "touch and move" does not apply.)

TIME OF REFLECTION (TIME LIMIT), EXCEEDING THE TIME, FORFEITURE

12. The time of reflection is 20 days per player for 10 moves; the postal transmission time shall not be counted. The time of reflection for each move is the difference in days between the date on which the opponent's latest move was delivered and the postmark of the reply. A reply posted on the same day as received counts as no time of reflection. Time of reflection saved shall be credited; ie the time-limit is cumulative for the whole game. The time of reflection begins on the starting date of the tournament given in the tournament lists. Players who get their tournament list before the starting date may start play; in that case time of reflection will not be counted until the starting date.
13. If a player wishes to take more than 12 days for 1 move, he must notify his opponent before the 12th day by recorded delivery. Should he not do this, then his time of reflection will be doubled from the 13th day.
14. Every player is required to communicate to his opponent the following with his move:
 - a) Confirmation of his opponent's post mark date,
 - b) The date of receipt of his opponent's last move,
 - c) The date he sent his move (the probable postal date; only the actual post mark date is valid),
 - d) The time of reflection used according to this.

A move transmission is incomplete without these details. The opponent can assume the time of reflection in that case according to his own judgement basing himself on the average postal transmission time. However, he shall notify his opponent of this without delay. It is recommended, in addition to one's own time of reflection for each move, to add the total time of reflection used by both oneself and one's opponent.

Examples:	sent	5-1	5-1	5-1
	received	10-1	10-1	10-1
	sent	10-1	11-1	12-1
	time	0 (18/20)	1 (18/21)	2 (18/22)

15. Should a player receive no answer from his opponent after 14 days plus postal transmission time, or at the beginning of the tournament not receive a first move, he must remind him by recorded delivery, in which case his latest move must be repeated or, in the latter case, ask for the despatch of the first move. If another 14 days plus postal transmission time after this reminder pass without answer, the tournament secretary is to be

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- informed. A move repetition sent by recorded delivery must be answered by recorded delivery. An answer which has not been sent by recorded delivery is valid only if the recipient acknowledges its arrival.
16. The time of reflection is exceeded when more than 20 days are used for 10 or less moves; 40 days for 20 or less moves; 60 days for 30 or less moves, etc. Exceeding the time limit can neither be prevented nor caused by conditional moves. The time of reflection is added at the sender's first move in a sequence of conditional moves and at the recipient's answering move to the last conditional move accepted.
 17. Claims for exceeding the time limit must be made within 7 days, or at the latest on receiving the 10th, 20th, 30th, etc move. The claim is to be sent to the tournament secretary, indicating the time used; at the same time, the opponent must be informed by recorded delivery. To his claim shall be attached the receipt for the recorded delivery to the opponent.
 18. Whosoever fails to claim according to paragraph 17, shall be entitled to claim only at the next time control.
 19. If a first claim for exceeding the time limit is upheld, then the player who has exceeded the time limit shall be deemed to have lost the game. (This single rule replaces ICCF rules 19-21).
 22. Protests against a claim of exceeding the time limit must be made by recorded delivery to the tournament secretary within 2 weeks after receiving the opponent's advice. Whosoever does not avail himself of this right within this time limit, is deemed to have conceded the claim.
 23. Should a player not answer questions from the tournament secretary regarding the orderly progress of the game, the latter shall be entitled to declare the game forfeited for the player at fault.
 24. The tournament secretary is entitled to require the transmission of moves for the next 5 moves by recorded delivery, if he thinks this is necessary for the orderly progress of the tournament. Players who do not follow such a requirement lose the right to claim.
 25. Every player must notify the tournament secretary and his opponents of any change of address. Should this not be done, then the time lost is charged against the guilty player.
 26. When a player repeatedly ignores the Tournament Rules despite repeated warnings from the tournament secretary, the tournament secretary may decide as follows according to the seriousness of the rule infringement:
 - a) 5 days additional reflection time,
 - b) 10 days additional reflection time,
 - c) recording an exceeding of the time limit.In especially serious cases, the tournament secretary may, in individual tournaments expel the player from the tournament, and in team tournaments, demand an exchange of players.

LEAVE, WITHDRAWAL

27. If he wishes, a player may take up to 14 days leave during the stipulated period of play or 24 days for a 12 month period. In special cases additional leave can be granted by the tournament secretary. The additional leave shall not exceed 4 weeks. Generally speaking, extra leave shall be granted only for exceptional reasons, eg illness, or unexpected absence from home for professional or chess activities. The decision in each case shall be made by the tournament secretary.
28. A player taking leave is required to notify all his opponents and the tournament secretary of his leave before this begins. Should he not do this, his time of reflection continues until the day he sends his notification. Should the opponent of a player taking leave receive a move at any time during the leave, his time of reflection continues until the move is made. It is recommended that notice of leave should be sent with the transmission of a move. When the advice has to be sent at short notice it is recommended that this should be sent by recorded delivery.
29. If a player answers during his leave, he loses the right to continue this particular leave in the game in question from the day of his answer. His opponent must answer with the normal calculation of time of reflection.
30. Players not replying to opponents or the tournament secretary shall be deemed to have made a silent withdrawal, when all games in progress shall be deemed lost by the players and won by their opponents.

GUIDELINES FOR THE ADJUDICATION OF UNFINISHED GAMES

31. Game scores, positions, and analyses for adjudication shall be sent to the tournament secretary within two weeks of the date set for close of play.
32. The games sent in must contain the following:
 - a) the score of the game
 - b) the final position at break-off (white and black)
 - c) claims for the evaluation of the game (win, draw or loss).
These proposals must be clear and cannot be withdrawn.
 - d) thorough analysis in support of the claim made under c above.If the material required in "c" and "d" is not included with the game score and position sent in, or if it is not sent within the required two weeks, then any right of appeal against the adjudication is lost.
33. If the break-off position or game score is sent in by neither player at the break-off of the game, then in the case of title tournaments, the qualification committee shall have the power to decide that the game in question shall be called a draw (in the case of non-title tournaments zero points shall be given to both players according to para. 42).
34. The adjudicator shall be neutral.

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35. The adjudication shall be carried out within a month after delivery of the material according to para. 32. Where however, the opposing players or team captains ask for the same result in their claims according to para. 32c, then no further adjudication is needed. The result is as claimed.
36. The adjudicator examines the analyses of the players. He arrives at his decision according to the analysis he deems correct. Where no analyses (according to para. 32d) have been received, the adjudicator decides according to his own judgement. In this case, he can adjudicate the position without deep analysis, referring to general principles (eg extra material, theoretically drawn or won positions). The adjudicator can treat in the same way cases in which the submitted analyses are erroneous or insufficient.
37. The tournament secretary shall notify the players or team captains of the result 10 days after the adjudication, giving reasons which need not include any analysis.
38. Where a player wishes to exercise his right to appeal against an adjudication result, he shall submit his appeal to the tournament secretary within 8 days of the receipt of the adjudication result. Such an appeal must be supported by analysis.
39. The appeal will be considered by another adjudicator within 15 days.
40. There is no appeal against the judgement of the second adjudicator.

OTHER RULES

41. The tournament secretary is responsible for the proper conduct of the tournament. For this purpose he may use any means he considers appropriate. These must of course not be in contradiction to the Rules of Play and Tournament Rules.
42. As soon as possible after ending a game, a clear score, preferably on a pro-forma score sheet, shall be sent to the tournament secretary by both players. After the last game has ended it is recommended that a statement showing the results of each game be sent to the Tournament Secretary. The outcome is officially recorded only after receipt of the game scores. Should no score be received by the tournament secretary from either player, then the game shall be reckoned as lost by both players.
43. Any game played in the tournaments shall be published only with an exact and full description of the tournament organization.
44. An appeal against decisions of the tournament secretary may be lodged with the director of the tournament office concerned. This must be made within two weeks, sending in all necessary data. The decision on the appeal is final.

Clergy correspondence chess club : additional rules

There follow a few further modifications or clarifications to the above rules. These are valid only within CCCC internal tournaments. The marginal number refers to the above rule that is modified or clarified.

1. The use of the telephone is permitted for the transmission of moves, as is the use of e-mail and fax. Moves sent by fax or email shall be deemed to have been received the day following that on which they were sent. Scorecards are permitted for transmission of moves by post. Whilst normally second class post may be used, within three months of the end of a season either player can insist that a game is continued by first class post if otherwise it seems unlikely to be completed.
30. All games involving a player who withdraws during the course of a season shall be VOID whether or not they were completed prior to the withdrawal, unless such a player has completed all their games, in which case the results will stand.
31. Unless otherwise notified the conclusion of the CCCC season is 31st July.
42. It will suffice to notify the secretary of the result of a game, the full score only being required if the result is disputed. If no result is received nor the game sent for adjudication by the end of the season, then it shall be regarded as lost by both players.