***BRITISH CORRESPONDENCE CHESS LEAGUE***

**Webserver Rules**

 1. The BCCL shall be composed of teams of eight players, the teams being formed into divisions.

 2. Eachplayer shall be paired with one opponent and play two simultaneous games, one with the White pieces and one with the Black. The pairing shall be done so that every player of any one team plays a member of a different team with the same board number or, should the division be composed of an odd number of teams, a board number not more than one higher or lower.

3. The entry fee shall be £12.00\* per team. The winning Team of the Championship Division shall receive a prize to the value of £24.00*.* Winning Teams of subsequent divisions shall be awarded free entry for the following season.

4. The top division shall constitute the British Correspondence Chess League Webserver Championship, and shall usually be composed of nine teams and entry shall be by qualification only. The winners of which shall be entitled to **be promoted to participate in the British Correspondence Chess Team Championship (BCCTC)** if they wish**.**

5. The next highest division shall constitute Division One, and shall usually consist of nine teams or a greater number not exceeding fourteen.

 6. The remaining divisions shall be numbered Divisions 2, 3, 4, etc., and shall consist of nine to fourteen teams. New entrants shall be classified by the Conductor according to estimated strength, but entries admitted to a division other than the lowest shall not prejudice the entry to that division of clubs that have won promotion. Promotions and relegations will take place according to the previous season’s results. The two highest placed teams of Division One and divisions below shall invariably be given a place in the next higher division andthe two lowest placed teams in the Championship and below shall normally be relegated

 7. The final constitution of the divisions shall be entirely atthe discretion of the Conductor, who shall be empowered to reduce the number of teams in a division or form an extra division if new entries would otherwise necessitate a division being composed or more than fourteen teams. This shall be done by allocating new entries, other than very strong teams, to the (new) lowest division and adjusting its numbers, as appropriate, by the requisite number of relegations from the division above (previously lowest).

 8. Players in the BCCL need not be members of the BCCA.

 9. Teams may substitute up to two players per team during the course of the season who are not already nominated in the BCCL.

 10. The Executive Committee has discretion to refuse to accept the entry of any team.

 11. In the event of two or more teams tieing for first place In any division, ICCF Team Tie-breaking Rules shall apply.

 **PLAYING RULES**

 1. The current ICCF Webserver Playing Rules shall be used.

2. All games will be played on the ICCF Webserver

3. The Conductor shall deal with all matters shown in the B.C.C.L. Rules. The Team Captains shall deal with all other matters, as laid down in the ICCF Playing Rules

 4. The date for adjudication shall be 30th September and the adjudication fee £5.00 \*

 5. The Appeal Fee mentioned In B5 shall be £10.00 \*

 \* Cheques payable to B.C.C.A.