

ENGLISH CHESS FEDERATION BYE LAW NO. 2

THE GAME FEE BYE LAWS

Made by the Council of English Chess Federation on [12th October 2019] in pursuance of Article 86 of the Articles of Association of English Chess Federation.

1. Definitions.

1.1 In these Bye Laws the expressions defined in the Articles shall have the meanings therein ascribed to them and:

“the designated officer means the officer appointed by the Board to administer the Game Fee Bye Laws.

“the Federation” means English Chess Federation.

“Rapidplay” means, save to the extent otherwise determined pursuant to paragraph 2.1, games where either all the moves must be made in a total fixed time from at least 15 minutes to less than 60 minutes or the time allotted + 60 times any increment is from at least 15 minutes to less than 60 minutes.

“Standardplay” means games where each player has more time than the maximum defined above for Rapidplay.

2. Fees and related matters

2.1 Eligibility of games for Standardplay and Rapidplay grading shall be determined from time to time by the Director responsible for Grading, who shall have due regard to the FIDE Laws of Chess then current.

2.2 Each organisation paying a Membership Fee or submitting games for ECF grading or FIDE rating shall, as from a commencement date to be determined by the Board, register any graded/rated events which it proposes to organise. Registration will be effected by submitting such details to the designated officer by such date as the Board may from time to time prescribe.

2.3 The Game Fee payable by an organisation in respect of every player in a congress which is submitted to FIDE for rating who is not a Direct Member and for each Bronze or Silver Member and each Bronze or Silver Concessionary Member shall be such figure as set by Finance Council. Such payment shall be treated as an upgrade of each Silver Member's and Silver Concessionary Member's membership to Gold Member and Gold Concessionary Member respectively

2.4. The Game Fee payable by an organisation in respect of every player in a congress which is not submitted to FIDE for rating who is not a Direct Member and for each Bronze Member and Bronze Concessionary Member shall be such figure as set by Finance Council. Such payment shall be treated as an upgrade of each Bronze Member's and Bronze Concessionary Member's membership to Silver Member and Silver Concessionary Member respectively.

2.5 The Game Fee payable by an organisation in respect of every player in a league or internal club competition who is not a Direct Member shall be the appropriate adult or junior bronze membership fee for each such player who has played four or more standard play games in the relevant league or competition during the season to which the submission applies, and will be waived for each player who has played fewer than four standard play games during that period. For the purposes of this clause two rapidplay games shall be counted as equivalent to a single standard

play game.

2.5 The Board shall have power to waive or reduce the membership requirements or payment of Game Fee in respect of specified categories of chess competition and/or specified categories of person and if it does so shall so advise the designated officer who shall maintain a list of such waivers on the ECF website. The Board shall also have the power to offer discounts for prompt payment of Game Fees.

3. The Federation's Obligations

The Federation will use all its best endeavours to grade the results of games submitted under the Game Fee Bye Laws by Full Member organisations of the Federation and in respect of any club or other non-member organisation where a liability to pay Game Fee has been entered into provided the results for the same are submitted by deadlines stipulated from time to time by the Director responsible for Grading. No liability is accepted by the Federation for errors or omissions in the Grading Lists published from time to time but corrections will be published in accordance with criteria determined from time to time by the Director responsible for Grading.