

Lothian Junior Chess (LJC)

Timing and Adjudication Procedures

Even at the highest levels of international chess, games cannot be allowed to extend indefinitely until a decisive result is achieved. Time limits are set, at the expiry of which it will be deemed that one or other player has won, or that the game is drawn.

This note sets down, for the benefit of players and parents, the arrangements which have been adopted by Lothian Junior Chess to bring long or slow games to a conclusion. These arrangements apply equally to games played in individual events and in team competitions.

Duration of Games

- 1 In most regular LJC tournaments, our target is to play six rounds of matches, for which we aim to start rounds at hourly intervals. To achieve this, and to allow time between rounds to record results and to make the draw for the next round, we programme 50 minutes playing time for each round.
- 2 In order to bring games to a conclusion if they have not already ended in a checkmate, resignation or draw, we either deploy chess clocks or use an experienced Arbiter to determine what seems the likely outcome if sufficient time had been available to play on to a conclusion.

Failure to turn up at the start of the game

- 3 Rounds will commence at the advertised start times, or as soon as possible thereafter. If a player fails to turn up within 10 minutes of the start of a round, then the Arbiter will award the game win to their opponent.

Chess Clocks

- 4 LJC aims to deploy chess clocks in all games in all age groups. The time allowance in regular tournaments is 25 minutes for each player.
- 5 Chess clocks are double-sided and count down the cumulative thinking times for each player separately. With very limited exceptions, players lose their games if they have used up their time allowance, as indicated by the clock (known as 'flag fall'), before the game finishes and before their opponent has done so.
- 6 In games played with clocks, a player may make a 'two-minute draw claim' to avoid losing on time unfairly. Players who are within two minutes of their own flag falling and who believe that their opponent, with time in hand, is playing passively in order to 'win on time', may claim a draw. Play is suspended pending the attendance of an Arbiter who determines the outcome, which may involve the game continuing under his/her supervision.
- 7 These can be complex considerations but LJC would apply the criteria used commonly in high-level chess tournaments. For example, see: www.chessarbitersassociation.co.uk/Applying_Rule_10.2.

Games without Clocks

- 8 If games need to be played without clocks and do not reach a 'natural' conclusion before the allotted time has expired, then these may have to be 'adjudicated'. Play ceases and an experienced Arbiter decides the outcome.

- 9 Before doing so s/he may ask the players to continue playing for a further short period under supervision, especially if there is a possibility of a decisive development occurring. When no such resolution is achieved, the Arbiter will make a judgement based on the material remaining on the board, allowance for the ages and experience of the competitors, and any progress made during the supervised portion of the game, and will deem the match to be won, drawn or lost.

General

- 10 There may be circumstances when it is appropriate for an Arbiter to interrupt a game in progress to award a draw. Examples could be that there is insufficient material remaining on the board for a mate (eg King & Bishop vs King) or where a player has demonstrated over a long sequence of moves that they are not able to bring the game to a conclusion even when that is theoretically possible (eg King & two Bishops vs King).

No Appeal

- 11 In the situations arising in paras 3, 6, 7, 8, 9 and 10 above the ruling of the Arbiter is final and cannot be appealed.

Lothian Junior Chess