

Notts League Time Control Proposal (Rule B9)

The current rule is:-

9. All games must be played with chess clocks

a) The time limit shall be 30 moves in 60 minutes in the bottom division, or 35 moves in 75 minutes in all other divisions, after which the clocks will be set back 15 minutes and the game played to a finish

b) Where electronic clocks are used, the required time periods must be set at the beginning of the match, so that no further adjustment of the clocks is required

Option 1

9. All games must be played with chess clocks. The time limit shall be 90 minutes (75 minutes in the bottom division) to finish the game.

Option 2

9. All games must be played with chess clocks

a) The standard time limit shall be 90 minutes (75 minutes in the bottom division) to finish the game

b) Where the clocks are electronic, before the match start time the players may agree to an alternative time limit of 80 minutes (65 minutes in the bottom division) plus an increment of 10 seconds per move to finish the game

Option 3

9. All games must be played with chess clocks

a) Where they are clockwork, the time limit shall be 90 minutes (75 minutes in the bottom division) to finish the game

b) Where they are electronic, the time limit shall be 80 minutes (65 minutes in the bottom division) plus an increment of 10 seconds per move to finish the game

Option 1 is the simplest as it does not include any increment options.

Option 2 is a little messier at the start of the match, but does allow for players who don't like the increment, or possibly clubs that have a deadline to leave the premises, to insist on a finite time.

Option 3 is more definitive and effectively means that the home team decide what they want to do.

My reasons behind a change to a single time period for the game are fivefold:

- a) I don't see the point of the intermediate time control at the speed we play.
- b) When clockwork clocks are used it removes the break in play while the extra 15 minutes (roughly!) is added to each side.
- c) It avoids the need (which some players don't seem to realise anyway) to make up your scoresheet after a time scramble to the first time control, where you (and possibly your opponent) stopped writing down the moves.
- d) I think it might improve time management. I know that (even though I know it's wrong) I myself tend to think "I have 15 minutes for 5 moves" so I then use maybe 12 of them on the 5 moves, when I should be thinking I have 30 minutes to finish the game and playing faster.
- e) It addresses an issue mentioned to me by several players who are not used to using electronic clocks. That is feeling confused about the adding on of extra time. This is a little tricky until you get used to it, as the time is not added at the time control, but only when one player reaches zero time. You do quickly get used to this, but to get more players comfortable with using electronic clocks, why not make it easier to switch over?
(The benefits of electronic clocks are mainly that both players get exactly the correct amount of time – no wound down slow clocks or early flag falls – and you know exactly how much time you have to play your moves.)

My reasons to use an increment are:

- a) to allow games to be played out by the players at a reasonable move rate. (An extension of the move we made to have quickplay finishes many years ago now.)
- b) to avoid the complexities, and vagaries, of claiming a draw under the 2 minute rule.
- c) to allow time (just about) to keep a score (if you want to) and claim draws under the third repetition or 50 move rules.

With a 10 second increment, the 20 minutes reduction in the basic match time allows for a 60 move game in the same time as the current limit (with another 15 moves in every 5 minutes thereafter).

The reasons I have not suggested an increment be built into the current time limit as an option are:

- a) it is trickier to set such a time limit on the clocks, which could lead to errors
- b) that some clocks may not be able to use a particular time setting that we specify. I would expect any but the very worst electronic chess clock to be able to operate what I am suggesting.

Proposed: Steve Burke (League Secretary)

Seconded: Kevin Argyle (Nottingham Central)