

**HERTFORDSHIRE CHESS ASSOCIATION
CLOSED COUNTY COMPETITION RULES
2007**

ISSUE 14 – July

Changes made since issue No. 13 are amendments to Rules 2.1.7 and 11.5 and a new Rule 4.5

CONTENTS

1. GENERAL.....	1
2. LEAGUE RULES.....	2
2.1 LEAGUE STRUCTURE AND PROMOTION/RELEGATION.....	2
2.2 ADMISSION OF NEW TEAMS.....	2
2.3 FIXTURE LIST.....	2
2.4 FIXTURES.....	2
2.5 POSTPONEMENTS.....	3
2.6 PLAYER ELIGIBILITY.....	3
3. INTER-CLUB KNOCK-OUT COMPETITIONS.....	3
4. INTER-CLUB MATCH CONDITIONS.....	4
5. INTER-CLUB RATE OF PLAY.....	4
6. PROCEDURE AT END OF PLAYING SESSION.....	5
6.5 ADJOURNMENT OF THE GAME	
6.6 AGREEMENT OF RESUMPTION DATES	
6.8 REPORTING RESULTS	
7. THE RESUMPTION.....	6
8. ADJUDICATIONS AND APPEALS PROCEDURE.....	7
9. INTER-CLUB TEAM RAPIDPLAY TOURNAMENT (OLD PULLER CUP).....	7
10. INDIVIDUAL COUNTY CHAMPIONSHIPS.....	7
11. RULES COMMITTEE.....	8
12. FEES.....	8

1. GENERAL

- 1.0 Games shall be conducted according to the Laws of Chess currently in use by the English Chess Federation
- 1.1 Competitions shall be controlled by the appointed officers.

- 1.2 Only members of the Association may participate in its competitions. Players in inter-club competitions must be bona-fide subscribing members of the clubs they represent.
- 1.3 The following competitions shall be held:-
- a) an inter-club league competition organised in divisions.
 - b) an Open club knock-out competition (the Russell Trophy).
 - c) an Under 150 club knock-out competition (the Sharp Trophy).
 - d) an Under 125 club knock-out competition.
 - e) an Under 100 club knock-out competition
 - f) an inter-club team rapidplay tournament (the Old Puller Cup).
 - g) an individual County Major Championship (the Capel Cup).
 - h) an individual County Minor Championship (the Burn Cup).
- The Executive Committee shall be empowered to amend this list of events as is deemed appropriate.
- 1.4 All Officers of the HCA and all Officers of clubs, their teams and individual players participating in the competitions shall abide by the Closed County Competition Rules.
- 1.5 Disputes between two clubs, complaints of infringement and requests for relaxation of the Closed Competition Rules shall be investigated by the Rules Committee (see Section 11). This Committee in deliberating and reaching its decisions shall observe the requirements, and protect the integrity, of the Closed County Competition Rules.
- 1.6 No relaxation of the Closed County Competition Rules shall be granted retrospectively.

2. LEAGUE RULES

2.1 LEAGUE STRUCTURE AND PROMOTION/RELEGATION

- 2.1.1 The inter-club league shall be organised into divisions with a one-up/one-down promotion and relegation scheme at the end of each season.
- 2.1.2 However, if there is an imbalance in the numbers of teams in the divisions, the League Secretary has the authority to move teams between divisions and change the number of divisions.
- 2.1.3 If the League Secretary wishes to alter the League structure, then those teams directly affected by the proposed changes must be consulted. The changes must then be ratified by the Executive Committee prior to the start of the season.
- 2.1.4 Clubs entering more than one team shall number them consecutively. The strongest team shall be designated '1' and higher numbers shall be allocated to the lower (weaker) teams.
- 2.1.5 The number of players in each team shall be five.
- 2.1.6 Teams shall play in the order of their current playing strength.
- 2.1.7 "If there is a tie in a division, affecting promotion or relegation, the winner shall be the team with the highest game difference (of games for, less games against). If game difference is equal, then the winner shall be the team with the highest

game point total (games for). Where teams still remain equal,
(a) Teams shall be placed in descending order of match points scored between (or amongst) themselves. This operation shall be repeated until it has no further effect.
(b) Where teams still remain equal, they shall be placed in descending order of game points in the match or matches between them.
(c) Where teams still remain equal, they shall be placed in ascending order of their board count scores in the match or matches between (or amongst) themselves. Board count, for this purpose, shall be the total of board numbers of games won plus half of the total of board numbers of games drawn.
(d) Where teams still remain equal, they shall be placed according to bottom board elimination in the match or matches between or (amongst) themselves.
(e) Where teams still remain equal then a play off or play offs between the teams concerned shall take place. Should a play off result in a draw then board count and, if necessary, bottom board elimination will be applied. No new registrations shall be permitted for such matches."

- 2.1.8 If there is a tie in a play-off, the winner shall be the team with the lower board count (total of board numbers of won games). If there is still a tie, the elimination rule shall apply, starting from the bottom board. If all games are drawn, the match shall be replayed.
- 2.1.9 The match results of a team withdrawing from the league during the playing season will be included in determining promotion and relegation at the end of the season as follows:
- a) if all matches are played, all points count normally
 - b) if at least one match against all other teams has been played, the results of the first fixture played shall count
 - c) if the withdrawer has not played all other teams once, zero match points

2.2 ADMISSION OF NEW TEAMS

- 2.2.1 Guidelines for the admission of new teams are as follows:
- 2.2.2 The League Secretary shall, at the outset of each season, declare two dates for the receipt of applications from teams seeking entry. The first date shall apply to teams seeking entry to any division other than the bottom division. The second date shall apply to teams seeking entry to the bottom division.
- 2.2.3 Teams seeking entry must state the division they favour and provide a list of the intended team players, their current grades and the names of the clubs (if any) for whom they played the previous season. The League Secretary shall pass this information to all clubs together with a closing date for responses, and shall also recommend an appropriate division for the new team.

2.3 FIXTURE LIST

- 2.3.1 The League Secretary shall issue a Provisional Fixture List for comment.
- 2.3.2 After every club has been given an opportunity of commenting on the Provisional Fixture List, the League Secretary shall issue a Final Fixture List (but only after complying with the procedures defined in Section 2.2).
- 2.3.3 Amendments to the Final Fixture List may only be made in the case of errors, or by agreement of the Executive Committee.
- 2.3.4 The Fixture List shall be ratified by the Executive Committee at the Fixtures Meeting at the start of the season.

2.4 FIXTURES

- 2.4.1 Matches shall normally be played on the night specified in the Fixture List. If a club is unable, or unwilling to play the match on the specified date, a postponement must be sought following the procedures in Section 2.5.
- 2.4.2 The ascertainable results of any league match shall be submitted by both match captains to the League Secretary within seven days of the match being played. If only one captain submits the match result within this period that result shall apply. If both captains fail to submit the match result within this period the match shall be double defaulted.

2.5 POSTPONEMENTS

- 2.5.1 Postponement of a match must be by agreement of both team captains. If one captain requests a postponement, and the other refuses, the match must be played on the scheduled date.
- 2.5.2 Exceptionally, if a team is unable to play on the specified date through circumstances beyond its control, the match may be postponed. Examples of "exceptional circumstances" are:-
 - (i) Adverse weather (eg snow/fog).
 - (ii) Venue problems (eg elections).Note:- Non-availability of players does not constitute "exceptional circumstances".
- 2.5.3 In the case of a postponement, the League Secretary shall be notified in writing of this fact by both team captains no more than seven days after the original match date, and of the rearranged date within twenty-one days of the original match date. The rearranged date must be before the end of the season defined in the Fixture List. Infringement of the foregoing shall result in the double default of the match.

2.6 PLAYER ELIGIBILITY

- 2.6.1 A player may choose to play for any club in the competition in a season but once having played for that club shall be restricted to that club for that season.
- 2.6.2 Prior to the Fixtures Meeting at the start of the season, all clubs must nominate the team for which each of their members will play. The nomination list needs to include the players' full names, last known grade and BCF grading code. Date of birth should also be included unless the player insists on withholding it. Players must be nominated for teams in order of current playing strength.* Clubs must nominate at least five players for each of their teams. These players must play for the appropriate team during the season. If a new player joins a club after the start of the season, he must be nominated for an appropriate* team before his first match. Any deviations from the order of current playing strength (for example, to ensure a team has a captain, or someone who can drive to away fixtures) must be approved by the League Secretary, or the Rules Committee if so desired by the League Sec. (* as a guideline, a difference of 15 BCF grading points or less is consistent with "order of current playing strength". For players nominated later, the nomination list submitted at the start of the season effective determines the grading range for each team, and hence which will be appropriate for the new player.)
- 2.6.3 A player may only play for his nominated team or any lower numbered team during the season. If the player plays five times for lower numbered teams, he is automatically re-nominated for that team.

- 2.6.4 The penalty for a team who contravenes 2.6.1-3 above shall be the default of the game played by the ineligible player, and the deduction of an additional game point for each offence from the score of the offending team.
- 2.6.5 A player may also be voluntarily re-nominated by informing the League Secretary in writing before his next game. *(ie the 15 BCF points difference. A slight inconsistency in treatment compared with entirely new nominations)* Voluntary re-nomination must be to an appropriate team, and must not result in the player having played five times for lower-numbered teams. Each player is restricted to no more than one voluntary re-nomination per season.

3. INTER-CLUB KNOCK-OUT COMPETITIONS

- 3.1 There shall be an inter-club knockout competition with no grade limit. The winner of this competition shall hold the Russell Trophy for one year.
- 3.2 There shall be an inter-club knockout competition for players graded less than 150. The winner of this competition shall hold the Sharp Trophy for one year.
- 3.3 There shall be an inter-club knockout competition for players graded less than 125.
- 3.4 There shall be an inter-club knockout competition for players graded less than 100.
- 3.5 The completion date for each round shall be at the discretion of the organiser.
- 3.6 Clubs may only enter one team for each competition.
- 3.7 Players must play for a club of which they are bona-fide members.
- 3.8 The penalty for playing a player who is not a bona-fide member of the club, or a player above the grading limit, shall be the default of the game.
- 3.9 The number of players in the Open and Under 150 shall be six. The number of players in the Under 125 shall be five. The number of players in the Under 100 shall be four.
- 3.10 Teams shall play in the order of their current playing strength.
- 3.11 The ascertainable results of any Knockout Competition shall be submitted to the appropriate Tournament Secretary by both match captains within seven days. If the Tournament Secretary has not received the match result from either captain within seven days of the deadline for that result, then the teams will be double defaulted.
- 3.12 If there is a tie, the winner shall be the team with the lower board count (total of board numbers of won games). If there is still a tie, the elimination rule shall apply, starting from the bottom board. If all games are drawn, the match shall be replayed.

4. INTER-CLUB MATCH CONDITIONS

- 4.1 Matches shall be started not later than 19.45 hours. If the home team has not provided full playing facilities by 19.45 hours, the clocks of the home team shall be advanced by the amount of the delay beyond 19.45; if the match cannot be started before 20.45 hours for this reason, the match shall be scored to the visiting team by default.
- 4.2 Before the time agreed for play to begin, the captains (or their deputies) shall exchange lists, agree whether Quick-Play finishes will be used (see 5.2 below), agree the time for cessation of play, and lastly toss for the move. If the rate of play in 5.1 is used and in default of any other agreement between the captains, the time for cessation of play shall be 2 hours 30 minutes after the commencement (i.e. usually 22.15). Where circumstances (such as the closing

time of the venue and travelling arrangements) permit, the captains should agree a longer playing session. Fifteen minutes shall be allowed between the cessation of play and the closure of the venue, for moves to be sealed and adjournment arrangements to be settled.

- 4.3 The winner of the toss shall have white on the odd numbered boards. If a captain (or deputy) is not present by the time agreed for play to begin, the opposing captain shall be deemed to have won the toss, and also gets the choice of time controls as per rules 5.1 – 5.5. If neither captain (nor deputy) is present by the agreed start time, the first to arrive wins the toss and choice of time controls.
- 4.4 Clocks shall be started for the player having the move at the time fixed for commencement of play. If a player be absent at the end of the first hour after the commencement of play, the other player (if present) shall score the game unless a substitute has been put in before this time. If neither of a pair be present, the game shall be scored as a loss for both players. A clock, once started, shall not be stopped or put back except in compliance with the laws of chess.
- 4.5 Contrary to the FIDE Rule of Chess 12.2 (b), mobile phones will be allowed into the playing area. However, it is expressly forbidden for a mobile phone or other electronic device to be used in such a way that provides the player with information that may assist them in their game. Any player found to be using a mobile phone or electronic device in such manner shall forfeit the game, and the matter reported to the League Secretary.

Mobile phones within the playing area should be switched off, or remain in silent mode. Any player who allows a mobile phone to ring or emit noise that causes distraction on more than one occasion during the game shall forfeit the game.

In exceptional circumstances, it may be permitted for a player to register with the match captains that they are “on call”. Nevertheless, any incoming call must not be allowed to distract an opponent, and any conversation with outside parties must take place outside the playing room.

5. INTER-CLUB RATE OF PLAY

- 5.1 The rate of play shall be thirty-five moves in one-and-a-quarter (1¼) hours. After 35 moves have been made, play will continue at seven moves each quarter hour until the scheduled finish time.
- 5.2 Alternatively, but only if both captains (or their deputies) agree, a rate of play of all moves in half the playing session may be used. The time available for each player's moves under this rule shall not be less than 80 minutes. *(NB. This is treated as a Slowplay game with a Quick-play Finish.)*
- 5.3 If the normal rate of play (rule 5.1) is being used for the match, individual players may (with their captain's consent) agree with their opponents to use the rate of play in rule 5.2 instead. Players using this alternative may play beyond the time for cessation of play, agreed by the captains for the other boards, where circumstances (such as the closing time of the venue and travelling arrangements) permit. Conversely, if the match is being played using the time control in rule 5.2, individual players may (with their captain's consent) agree to use the rate in rule 5.1 instead. However, rules 5.4 and 5.5 take precedence over rule 5.3.
- 5.4 All matches played after the end of May must be played to a finish using the time control in rule 5.2.
- 5.5 All inter-club knockout matches must be played to a finish using the time control

in rule 5.2.

6. PROCEDURE AT END OF PLAYING SESSION

- 6.1 At the scheduled finish time a sealed move must be made before the clocks are stopped (Quickplay finishes excepted). The player making the sealed move must comply with the next 15-minute time control (e.g. at move 42, 49, 56, ...)
- 6.2 The procedure for sealing a move is as follows: the player having the move must record the position on a score sheet, write the move in unambiguous notation on that score sheet, put the score sheet in an envelope, seal the envelope and then stop the clocks. Until the player has stopped the clocks, that player retains the right to change the sealed move. If the player makes the said move on the chessboard, then this same move must be written on the score sheet as the sealed move. The sealed move must be completed at least 5 minutes before the scheduled closure of the match venue.
- 6.3 Upon the envelope shall be indicated:-
- a) the names of the players,
 - b) the position immediately before the sealed move,
 - c) the time used by each player,
 - d) the name of the player who has sealed the move.
 - e) the number of moves made
- 6.4 The move shall be sealed in an envelope signed by both players. There must be no amendment to the sealed move.
- 6.5 **Adjournment of the game**
- 6.5.1 Once clocks have been stopped, the game is adjourned and must be resolved by one of the following methods:-
- a) by agreement between the players,
 - b) by agreement between the match captains,
 - c) at the request of either player to play on,
 - d) by adjudication.
- 6.5.2 If both players opt for adjudication then 'A' is written on the match result card and the game is submitted for adjudication. Games for adjudication shall be sent to the Adjudication Secretary within 22 days of the adjournment.
- 6.5.3 If resumption is requested by one player, then 'P' is written on the match result card next to the name of the player making the request.
- 6.6 **Agreement of resumption dates**
- 6.6.1 In the absence of an agreed result to the game on the night, each player is entitled to insist on the game being played on. The player at home for the first session must decide first whether or not to play on. If he decides to do so then he must travel to the home venue of his opponent, who thus becomes 'the host' for the resumption and the home player 'the guest'. If the home player indicates that he favours adjudication, then the away player has the opportunity to enforce the play-on. If he does so, he must travel and becomes 'the guest' and the home player 'the host'. Provided no default penalty has been imposed the players by mutual agreement may decide to agree a result or submit the game for adjudication.
- 6.6.2 The players then have 7 days in which to agree a resumption date and both players (or their representatives) shall inform the League Secretary within 10 days of the initial session.
Within 7 days of the first session the host player shall offer the guest player a

- minimum of three dates for the resumption which fall within 35 days of the date of the match. The dates should be Monday to Friday and at least one of them should be the club night of one of the players. These offered dates must avoid the guest player's scheduled HCA matches. These are defined as those matches for the opponent's nominated team, periods allocated to HCA Closed Competition Events, the Christmas period and other bank holidays. Failure to offer three dates within the deadline without valid reason will result in an automatic default.
- 6.6.3 In the case where the guest player cannot accept any of the dates offered he shall immediately, make a written counter offer of three dates (copied to the League Secretary and explaining his problem) that are within 42 days of the initial session, and subject to the constraints given in 6.6.2 above. He remains the guest player and still has to travel. The discussion period is then extended to 14 days. Both players shall inform the League Secretary of the agreed date within 17 days of the initial session. Failure to offer three dates within the deadline without valid reason will result in an automatic default.
- 6.6.4 If only one player informs the League Secretary then that instruction prevails, if neither player complies the result will be recorded as "game double-default".
- 6.6.5 The date can subsequently be changed by the agreement of both players provided that the new date falls within 35 (or 42) days of the date of the match and the League Secretary is notified before the original date.
- 6.6.6 *[deleted]*
- 6.6.7 If, without good reason, a player fails to play on the resumption date agreed he shall lose the game. If the game cannot be played on the resumption date agreed, for reasons beyond the control of one, or both players, e.g. illness or bad weather, both players shall immediately inform the League Secretary and in good faith endeavour to resolve the problem.
- 6.7 If players cannot reach agreement on a resumption date the League Secretary is empowered to intervene; he has the authority to:-
- a) encourage the players to investigate alternative dates at alternative club venues
 - b) grant time extensions
 - c) submit the game for adjudication – where he believes neither player is to blame
 - d) declare that the player has lost - if he believes that player is being obstructive
 - e) double-default - if he believes both players are being obstructive

6.8 Reporting Results

6.8.1 Resumed Games

Provided a match report indicates "Play-on" (P) then within 7 days of the resumption (or 20th June whichever is soonest) both players shall inform the League Secretary (in writing by email or postal service) of the result or alternatively submit a mutually agreed game result. If only one player complies then that instruction prevails, if neither player complies the result will be recorded as "game double-default".

6.8.2 Adjudicated Games

Provided a match report indicates "Adjudication" (A) then within 28 days of the first session (or 20th June whichever is soonest) both players shall inform the League Secretary (in writing by email or postal service) that the game has been

(not will be) submitted for adjudication or alternatively submit a mutually agreed game result. If only one player complies then that instruction prevails, if neither player complies the result will be recorded as “game double-default”.

7. THE RESUMPTION

- 7.1 The player who sealed the move shall keep the move and is responsible for producing it at the date scheduled for resumption. The Host player shall be responsible for providing equipment and the time for resumption shall be 7.45 pm unless otherwise agreed by the players in writing.
- 7.2 When the game is resumed, the position immediately before the sealed move shall be set up on the chessboard, and the time used by each player when the game was adjourned shall be indicated on the clocks. The envelope shall be opened only when both players are present. The sealed move shall be made on the board and the clock of the player then on move shall be started. Should either player not be present at the time agreed for resumption then their clock shall be started and the sealed move only played on their arrival.
- 7.3 If (when opened) the sealed move is found to be illegal or ambiguous, then the player sealing the move shall lose the game. If the sealed move has been lost or is not intact then the player responsible for keeping the sealed move shall lose the game.
- 7.4 In the second session there shall be a single time control after 63 moves at 2¼ hours each, after which both clocks shall be setback 15 minutes for the completion of the game (Quick-Play finish). NB the first time control for the second session is at move 63 whether or not intermediate time controls were played during the first session (thus the time controls at moves 42, 49 and 56 do not apply for the second session). BCF quick-play finish rules will apply after move 63.

8. ADJUDICATIONS AND APPEALS PROCEDURE

- 8.1 A position for adjudication shall be sent within twenty-two days of the match to the relevant Secretary, together with analysis if so desired and the appropriate fee. If the Secretary only receives one claim, then the Secretary has the discretion to accept that claim.
- 8.2 An appeal against adjudication shall use the following procedure:
- a) The appeal shall be submitted by one of the two teams who submitted the original position for adjudication.
 - b) The appeal shall reach the relevant Secretary within seven days of the original decision being received by the team or player appealing, and be supported by a reasoned line or lines of analysis, in TRIPLICATE, together with the original position. No indication of the identity of any player or team shall be thereon, as this will invalidate the appeal.
 - c) At the same time the Appellant must notify the opposing Match Captain that an appeal has been made.
 - d) The appeal shall be accompanied by the appropriate fee.

9. INTER-CLUB TEAM RAPIDPLAY TOURNAMENT (OLD PULLER CUP)

- 9.1 There shall be an inter-club team quickplay competition. The winner of this competition shall hold the old Puller Cup for one year.

- 9.2 The date for the competition shall be set by the appropriate officer. Clubs wishing to enter must notify this officer by the date set for entries.
- 9.3 The format of the competition shall be four rounds of matches between teams, with the pairings decided using an Accelerated Swiss system. Seedings for the Swiss pairing system will use the average grade of the team. Use of the Accelerated system is intended to avoid matches between teams of greatly differing strengths in the early rounds. The officer organising the competition may change the format if he sees fit.
- 9.4 Clubs may enter as many teams as they wish.
- 9.5 The number of players in each team shall be four.
- 9.6 Teams shall play in the order of their current playing strength.
- 9.7 The rate of play shall be all the moves in 30 minutes (BCF Rapid-Play rules apply).
- 9.8 The winner of the Cup shall be the team with the greatest number of game points from its four matches. If there is a tie, the winner shall be the team with the higher sum of progressive scores. If there is still a tie, the winner shall be the team with the higher sum of opponents scores. If the teams are still tied then the Cup shall be shared.

10. INDIVIDUAL COUNTY CHAMPIONSHIPS

- 10.1 The county individual major and minor tournaments shall be for the Capel and Burn Cups. The Burn Cup, the individual minor trophy, shall have a grade limit of under 160.
- 10.2 The format of the competitions shall be at the discretion of the Tournament Secretary. The time limit in each competition shall also be at the discretion of the Tournament Secretary.
- 10.3 The Tournament Secretary shall be empowered to fix the fees for each Competition. Entries must be submitted to the Tournament Secretary with the appropriate entry fee for each competition entered.
- 10.4 The winners of the Capel and Burn Cups shall be entitled to hold the trophy for a period of one year from the Annual General Meeting at which they were presented. The trophies shall be returned at the following Annual General Meeting.
- 10.5 The winner of the Capel Cup, as County Champion, shall be nominated to play as Hertfordshire representative in the Southern Counties Chess Union individual championships for the following season. If the Capel Cup winner does not wish to be nominated, the runner-up shall be nominated, or, if neither player wishes to be nominated, the nomination shall be at the discretion of the Executive Committee. If the nominated player is the County Champion then the player's entry fee shall be paid by the Association.

11. RULES COMMITTEE

- 11.1 If a club wishes to request a relaxation of the closed competition rules, then the club may appeal to the Rules Committee. This appeal shall be sent in writing to the County Secretary accompanied by the appropriate fee. The appeal must be made at least 21 days before the relaxation is required, to enable rule 11.4 to be satisfied. Retrospective relaxation of the closed competition rules will not be granted by the Rules Committee.
- 11.2 Similarly, if there is a dispute over any of the foregoing Closed Competition Rules between two clubs, then both clubs shall send written evidence to the County

- Secretary accompanied by the appropriate fee. The clubs must also send copies of their evidence to each other. Details of a dispute must be sent to the County Secretary within three weeks of the match.
- 11.3 The fee shall be the same as that for adjudications. In the case of requests for relaxation of the rules, it will be non- returnable. In the case of disputes, the club in whose favour the dispute is settled, shall have their fee returned.
 - 11.4 The County Secretary shall convene a Rules Committee meeting within 21 days of receiving the written request.
 - 11.5 The Rules Committee panel shall consist of at least three Members of the Association (a member of the Association means any bona fide member of a chess club affiliated to the Association).
 - 11.6 The County Secretary shall send a written reply to the appeal giving the reasons for the decision.
 - 11.7 The County Secretary shall report on Rules Committee meeting at the next Executive Committee Meeting, or the AGM (whichever is appropriate).
 - 11.8 A club may appeal against the decision of the Rules Committee. This will be dealt with by the Executive Committee at their next Meeting, or the AGM (whichever is appropriate).

12. FEES

- 12.1 The fee for an adjudication is £6. The adjudication appeal fee is £11.
- 12.2 The fee for requests for renomination is £6 (NB. one request can cover several players)
- 12.3 The fee for resolution of disputes between clubs shall be £6 from each club involved in the dispute.

Note (not part of the rules)
These are the rules as at 8 April 2007