

The Fischer Timings in practice

A note from the Lincolnshire Association management team

1. Background

As the AGM gave no guidance on what should happen in the event of an unfinished game, we feel it is necessary to give some guidance about what should be done in the unlikely event of that happening.

The AGM did vote that all matches should be played to a finish and that is what is in the rules. Despite that there are circumstances when that may not be possible. For example, if a venue must be vacated before the end of the game. In that circumstance we consider that it is better to give advice now about what should happen, rather than risk confusion and dispute later.

2. What to do if the game cannot be finished

In the event of an unfinished game the following procedure should be followed.

- Clocks should be stopped.
- No lengthy debate should be entered as the priority is to vacate the premises.
- Each side should record the position, which side has the move, and the times as displayed on the clocks.
- Each of the players and their captains should sign both records of the game.
- Each side should ensure that the game record is correct and ideally that should show when a player *first* had less than 5 minutes on their clock (something like -4.35, meaning 4 minutes 35 seconds remaining).
- After the end of the match, most likely not on the evening of the match and after some sober consideration, the opposing captains should aim to reach agreement on the result of the unfinished game.
- When the match result is sent in, those games that are still being considered should be marked as “uncompleted”. One week will be allowed for captains to reach an agreement.
- If no agreement is reached then captains should send copies of the game scores (i.e. position, which colour has the move, times on clocks, full score, and an indication of when a player first had less than 5 minutes) with a claim of what they believe the resolution should be, to the League Secretary.
- The home captain should give the start and end time of the match.

3. What will happen next

Based on the above, the League Secretary will decide the outcome of the game, which could be: --

- Declare the game a draw or a win for one side.
- Declare that the game be replayed by a certain time.

4. Additionally

The home captain should ensure that as much time as possible is allowed for games to be played to a finish. That is, the match should be started as soon as possible and, if possible, arrangements made to get agreement from the premises caretaker to occupy the venue for the maximum acceptable time. As a matter of courtesy and practicality, the home captain should announce the time when play must end.

Endorsed by:

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