

# **English Primary Schools' Chess Association**

## **Guidance when Digital Clocks with Increments are not being used, and Players are Short of Time with less than Two Minutes**

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### **Guidance for Players**

- 1 If you play for a win, you risk losing, unless your opponent has a bare King.
- 2 If you are holding a position so that your opponent cannot make progress, offer a draw. If the draw is rejected, stop the clocks and summon the arbiter.
- 3 If you wish to claim that your opponent is not making progress, do so immediately you have only two minutes left. Any later and the arbiter may not be able to observe enough moves to make a decision.

### **Guidance for Arbiters**

- 1 *Transferred to Tournament Rule 12*
- 2 Rule 14 is the only rule which requires some chess judgement from the arbiter. In positions such as where a player has a bare King blocking the opponents sole Rook's Pawn, the arbiter may declare the game drawn if he believes the defending player is of adequate playing strength to hold the position.
- 3 The arbiter is not expected to adjudicate a position but should be aware of the circumstances usually by watching a few moves. For example, if a player (a) makes tangible progress before the opponent's flag falls, the player will be awarded a win (b) makes no progress either because of lack of ability or because of the opponent's sound defence, the player will not be awarded a win (c) makes no progress because the opponent makes little effort to move, the player will be awarded a win when the opponent's time runs out.
- 4 The player who is short of time should make sufficient moves in their remaining time to allow you to judge the merits of the claim.
- 5 The results of games which have been cleared away should not be decided upon unless you are satisfied that the players observed the correct procedure for reporting the results, and there is an intelligible record of the game available. Otherwise the declared result should stand.