

West Midlands Area Online League



West Midlands Area League 

- 📍 Location: West Midlands
- 📅 Founded: Apr 15, 2020
- 👤 Members: 21

The WMA Online Chess league has been setup to support clubs in the region who are moving on line and want to take part in an organised competitive league.

The League is open to clubs in the BDCL, Worcester and District, Worcestershire, Leamington, Coventry, Wolverhampton, Cannock and Staffs league, and other clubs by invitation.

The League held a Spring League Competition between April and June 2020 with 8 teams in div 1 and 10 teams in Div 2.

The League is running a second ‘Summer League’ competition with a similar format and based on a schedule of fixtures on Thursday evenings at 8-00 over an 8-10 week period, starting on 13th August and running for 8 weeks to complete in mid October.

Fixtures will be played on chess.com and will be based on 1:1 online team matches as the default format with Individual Challenge as a second alternative format by agreement between team captains. Teams will have 4 players playing in chess.com board order as set by the team match format and will play two ‘back to back’ matches against their opponents per fixture with colours reversed between matches.

The time control for fixtures will be 15 minutes per player with 10 seconds increments.

Match points will be scored based on the match winners for the two matches with a bonus point for the winning team on aggregate. Game points based on individual results used to determine league standings in the event of tied match points.

Further details of the Summer Rapidplay competition are provided over the page.

Summer Rapidplay Competition

Chess.com Clubs

All participating clubs will need to establish an online club on chess.com as shown here :

<https://support.chess.com/article/125-how-do-i-create-a-club>

and in the Appendix. Once you have setup a club you will need to get all your squad players to join the club by going to the club home page and hitting the orange join request after which you should accept them into the club.

Teams and Fixtures

There will be two divisions with (currently) 9 club teams per division. Club teams will be allocated to divisions based on the Spring Season results and requests from team captains.

The LMS club teams and fixtures for the Summer League can be found at the links below:

Division 1

<http://ecflms.org.uk/lms/node/61659/>

Division2

<http://ecflms.org.uk/lms/node/61681/>

The one v one team matches will be played every Thursday evening at 8-00 pm (with exceptions where agreed by the two teams involved).

The team with the most match points at the end of the season wins with game points used for tie breaks.

Scheduling a Team Match for a fixture

Once the fixtures are published one of the team captains should schedule a team match 'challenge' for the opposing captain to accept following the process outlined in the Appendix – Setting up a Team Match in chess.com.

Each fixture will comprise two matches with each match played over four boards, and each player getting a turn with the white and black pieces, against the same opponent.

Joining a team match

Joining will be open from an hour before the start time and will be open to members of one or the other teams for each fixture. You will just need the URL of the match in live which you will receive from your team captain and you should then login to chess.com, follow the URL, and press the join button to select the team you are playing for.

When the start time is reached, players who have joined the match will be paired with an opponent for each of 4 boards.

<https://support.chess.com/article/535-how-do-i-join-a-team-match>

In the unlikely (but possible) event that you are a member of both clubs in a fixture you will find that chess.com may not allow you to join the matches. If this is the case please contact your team captain who should make arrangements with the opposing captain for your games to be played by individual challenges.

Individual Challenge matches/ Options

The team match format puts players in chess.com rating order. Players are encouraged to have 8 or more games played on chess.com to avoid major mismatches in board order as a result of unreliable chess.com grades. Where a player has less than 4 games played the team captain should declare this in advance to the opposing captain with the opposing captain having the option of playing the full match or the board concerned by individual challenge.

Notwithstanding the above team captains may agree to play their matches or specific boards by individual challenge should they both prefer that option or should that be necessary – eg when the teams include players who are members of both clubs as above.

Reporting Results and scoring fixtures

Results of team matches can be found in the club live matches screen in chess.com (See Appendix).

All results should be reported in LMS within 48 hours of the match outcome.

This can be done by team captains logging in to LMS to report online (preferred) or by sending the match cards to the organisers who will enter the details on their behalf.

Results should be reported on the relevant fixtures page below:

<http://ecflms.org.uk/lms/node/61659/efixtures>

<http://ecflms.org.uk/lms/node/61681/efixtures>

The figure below shows an example LMS entry from the Spring League Dib 1.

WMA Spring League Division 1 Thu 7th May 2020

[PDF](#) | [XL](#) | [PGN](#)

Board	Home	Solihull 1		South Birmingham 1	Away
1 (B)	0000	 McCumiskey, Andrew P	1 - 0	 Hurmey, Kevin	2048
2 (W)	0000	Gibbon, Eric	0 - 1	 Pitcher, John	0000
3 (B)	1820	 Summerfield, Julian H	0 - 1	 Walsh, Marcus	0000
4 (W)	0000	 Joy, Praveen	1 - 0	 Hazlehurst, Cory S	0000
Total	1820		2 - 2		Total 2048
Board	Home	Solihull 1		South Birmingham 1	Away
1 (W)	0000	 McCumiskey, Andrew P	1 - 0	 Hurmey, Kevin	2048
2 (W)	0000	Gibbon, Eric	0 - 1	 Pitcher, John	0000
3 (W)	1820	 Summerfield, Julian H	1 - 0	 Walsh, Marcus	0000
4 (W)	0000	 Joy, Praveen	0 - 1	 Hazlehurst, Cory S	0000
Total	1820		2 - 2		Total 2048

The result of the first match within a fixture, across the four boards, will score two points for the winning team, or one point for each team if it is a 2-2 a draw. The second match (with colours swapped) will be scored in the same way. An extra bonus point will be awarded to the team with an aggregate winning score across the eight games. In effect, five points are available to be won on each evening's fixture.

The League tables on the LMS pages present the fixture and results based on the scoring rules above, i.e. eight weeks of fixtures will allow for 16 matches and potentially 40 points (32 points for the match wins, plus eight bonus points).

Game points will be based on the total of individual players wins, draws and losses for each team. Individual game results will determine the league position when teams have the same number of points.

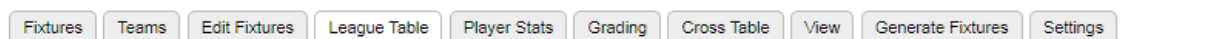
NB - the fixture list tab on the LMS site only reports the combined board scores across the eight games. For instance it might read 5-3; this could be the combined score 2.5-1.5 in the first match and 2.5-1.5 in the second match i.e. five points to the winning team. Of course 5-3 could also be combination of 4-0 followed by 1-3; a result that would effect three points for one team and two points for the second team. Clicking on the match *result* on LMS fixture tab will take you to the detailed fixture results, where the breakdown of games / matches can be seen.

PS - Chess.com does not recognise the 'two matches per fixture' scenario, so will always report the fixture result as the outcome of the combined aggregate of the eight games."

League tables and reporting

LMS League tables are generated automatically from the results entries in LMS and will be used for reporting on a weekly basis.

WMA Friendly Matches



Team	Play	Won	Draw	Lost	For	Against	Points
Coventry Chess 1	0	0	0	0	0	0	0
Greenlands 1	0	0	0	0	0	0	0
Mutual Circle 1	0	0	0	0	0	0	0
Redditch 1	0	0	0	0	0	0	0
South Birmingham 1	0	0	0	0	0	0	0
Stourbridge 1	0	0	0	0	0	0	0
Warley Quinborne 1	0	0	0	0	0	0	0
Leamington 1	0	0	0	0	0	0	0

SP = Season Penalties, MP = Match Penalties, IM = Incomplete Matches,

Player Eligibility

Team members must be club members or associate members with up to one guest player allowed in a team.

Div 2 teams must have a maximum combined grading of 560 points across 4 players based on July OTB grading list (the one just published) with the August revisions when available.

All team members must be ECF members or supporters valid as at the time of playing the match.

IF a team wishes to field a non ECF member/ supporter they should contact the league organisers before doing so as there will be an ECF pay to play fee of £5 per match for non-members to join an ECF online rated event.

Safeguarding

The WMA league will follow the safeguarding guidelines for ECF online events contained in the ECF policy online Appendix 10 which can be found here: <https://www.englishchess.org.uk/safeguarding-children-policy/>

Team captains should familiarise themselves with the guidance contained in the Appendix and ensure that players are aware of applicable guidance and report any issues which may arise to the league organisers.

Fair Play Rules

Players are not allowed to use engines or other external assistance during play and must comply with the chess.com terms and conditions. Team Captains should read the ECF fair play and anti-cheating rules available at the link below and draw their team members attention to it when inviting them to play online.

https://englishchessonline.org.uk/wp-content/uploads/2020/05/ECF-Online-Fair-Play-and-ACv2_1.pdf

ECF online rating

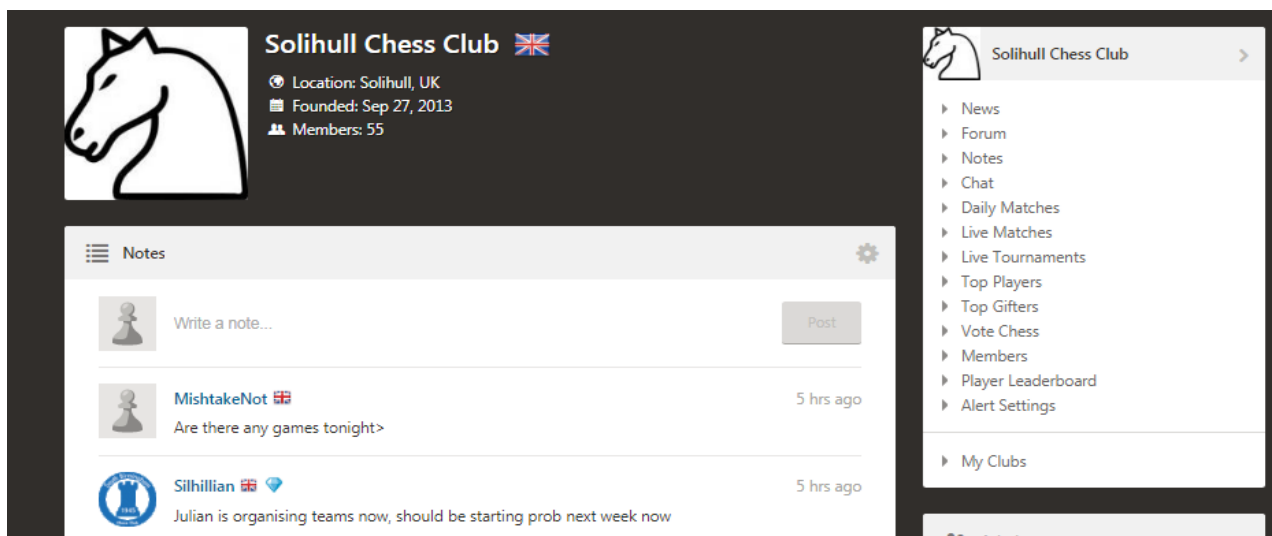
All results from the Summer League will be ECF online rated.

Online ratings are currently calculated from a starting rating of the players OTB rapid grade converted to 4 digit elo and are calculated based on results from ECF registered events (currently ECF members club tournaments and 4NCL online matches). You can find further details and online rating lists for players with online ratings here.

<https://englishchessonline.org.uk/monthly-ratings/>

Appendix – Chess.com Club Setup and Match Guidelines

Setting up a chess.com Club

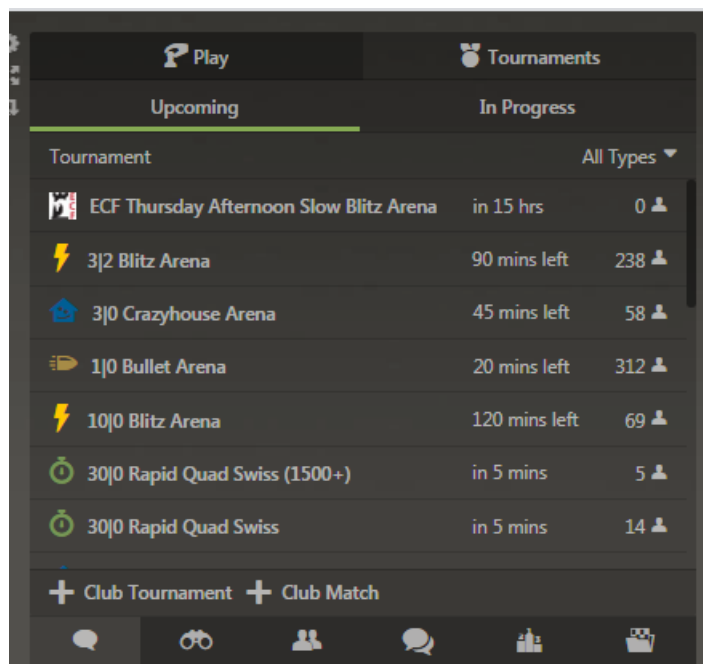


All clubs will need to have a club setup on chess.com to participate in the league. You can find instructions for setting up a chess.com club here:

<https://support.chess.com/article/125-how-do-i-create-a-club>

Scheduling a Team Match

To do this go to chess.com live, click on the tournaments tab, and click on + Club Match.



The image shows a 'Create Match' dialog box with the following fields and values:

- Club: Redditch Chess Club
- Match Name: Redditch v Warley Quinbirne 16/0
- Club to Challenge: Warley Quinborne
- Game Type: Standard
- Time Control: 15 | 10
- Start Date: Tomorrow
- Start Time: Hour 00, Minute 30
- Rating: Min, Max
- Players per Club: Min, Max

A large orange 'Create' button is located at the bottom of the form.

On the next screen above, enter the match details including name, Club you are challenging, 15|10 time control and start date/ time (Thursday at 8-00), and press the create button. The admin for the opposing club will then receive a challenge request which they should accept after which the match will be setup in live.

If you don't receive a reply you should contact the opposing captain and ask them to be online and in live when the challenge is issued so that they can accept it.


Please make sure you have four players available for the fixture to avoid defaults.

Once the match is setup in live, copy the URL by pressing the little copy icon on the right of the match details and send to your team members so they can find the tournament.


The team match will be open for players to join from an hour before the start time.


Chess.com Match Reports

These can be found by going to the club home page, selecting 'live matches' and clicking on the relevant match for details.


 Completed Matches >


WMA Spring League
 Players: 3 | Rating: Open

 6


 0


WMAL v Redditch
 Players: 4 | Rating: Open

 2


 6 ➔


WMA Redditch v Greenlands
 Players: 4 | Rating: Open


 3.5

 4.5

WMA D1 Redditch v Worcester
 Players: 3 | Rating: Open

 2.5

 3.5













Redditch v South Birmingham

📌 South Birmingham Won the Match

Completed

Finished On	Mar 24, 2020, 9:43 PM	Players per Team	5
Time Control	30 minutes	Rated	Yes
Registration Open	Mar 19, 2020	Rating Range	Open
Format	Live		

	Redditch Chess Club	2	vs	8	South Birmingham
	MilesMorales8 + (1820)	1 0	#1	0 1	 kev177 + (1908)
	nigelst 🔒 (1785)	1 0	#2	0 1	 lunetapark + (1800)
	HoriaZ + (1568)	0 0	#3	1 1	 Not_so_great_Milenko + (1743)
	Absentminded88 + 🔒 (1307)	0 0	#4	1 1	 christophersmart + (1599)
	bozwello + (980)	0 0	#5	1 1	 ephompson + (1420)