New Met League

Where OTB Chess Clubs Meet to Compete™

Updated October 13, 2007

Welcome!

If you are reading this, you are an OTB chess player who is interested in OTB Club vs. OTB Club competition. You've come to the right place.

Why New Met League?

New Met League provides a venue for OTB Clubs to compete, similar to the old days of Met Leagues in cities across America. You can even play multiple matches which allow you to compete as much as you want, with no USCF rating risk!

Unlike the old Met League days, where players had to commit travel and schedule to meet their opponents face-to-face, New Met League uses simple internet-based webserver correspondence chess. This enables regular OTB chess players to represent their Club in competition, without requiring an extra weeknight commitment. They make their moves where and when they are able, within time control limits.

Play is fast, and games can be viewed while they are in progress, over days, or weeks. This gives players time to think and play high quality chess, while still playing fast enough to keep the interest of the players and the OTB Club.

What Is The Benefit To My OTB Club?

As a member of New Met League and CCLA, your OTB Club competes with other OTB Clubs all across America; competes in State championships, and more. Additionally, your OTB Club receives quarterly magazines, and monthly newsletters.

What Does It Mean To Play In New Met League?

Playing in New Met League is straightforward, and you can get started right away! After your OTB Club joins New Met League and CCLA, and selects a Team Captain, he/she:

1. Organizes a roster of four players arranged on Board 1 thru 4, where the Team Captain can be one of the players.
2. Sends in the roster and a match entry fee.
3. Works with New Met League and CCLA to arrange a match against another OTB Club.

It's that simple!

What OTB Clubs Are Playing?

In just the first month of competition, we have OTB Clubs in Pennsylvania and Massachusetts playing each other, and we are in the process of organizing matches in Idaho.

We will work with State chess associations across America to allow them to organize state chess championships, and can foresee the day when national championships are a reality.

The Fine Print

Match Organization, Time Control, Ratings

The matches are played on the ICCF webserver and are managed by CCLA. The Team Captains of the OTB Clubs manage their player roster and communication with their OTB Club players. Several matches can be played in parallel. You don't have to wait for one match to finish before playing another.

Each Board plays each other in two games to get both colors. Time control is 30 days per 10 moves, with extra time accumulated, and most players play a lot faster than this.

Players accrue a CCLA rating, managed by CCLA, using the player's USCF rating as a default initial value[1]. There is no feedback loop to the players USCF rating, so there is absolutely no USCF rating risk for OTB players. CCLA ratings are updated quarterly.

Membership, Entry Fees, TD Services

The OTB Clubs annual membership fee is $19.00 USD. The match entry fee for a team of four players is $24.00 USD. These fees pay for the use of the ICCF webserver, and include CCLA rating fees. There are no other charges. TD services are provided by CCLA. This includes setting up the match on the ICCF webserver, starting the match, giving help during the match, and assuring the match ends.

Players

Players are required to have:
1. USCF rating to seed the initial CCLA rating. Most OTB Clubs are USCF affiliates, so this is the case by default.

---

[1] If an OTB player also has a CCLA and/or ICCF rating, the Team Captain can decide which rating (USCF/CCLA/ICCF) to use as an initial value.

2. Internet access and an email account. Players are bound by the CCLA Honor System, and cannot use people or computers to analyze a position and/or to decide the next move. Doing research using books and databases is ok!

Crosstable, Games, Results

Once the match is arranged, the crosstable of match games is viewable by the public on the ICCF webserver.

All games are viewable by both the players and public, with a five move delay. Results are posted immediately on the ICCF webserver.

Want To Know More?

Visit the New Met League Blog and the CCLA website.

Contact New Met League

Please contact Harvey Reed (hreedwork@gmail.com) or Dick Vandenburg (rsvandenburg@juno.com) for more info. Also see:

New Met League
- **Blog** (new): http://newmetleague.blogspot.com/
- **Info** (new): http://metrowestchess.org/NewMetLeague/

CCLA
- **Home**: http://chessbymail.com/
- **Webserver info**: http://chessbymail.com/weblink.htm

ICCF
- **Home**: http://iccf.com/
- **Webserver**: http://www.iccf-webchess.com/