

J4NCL Competition Rules 2019-20 (updated 09 January)

1 General Arrangements

1.1 The Junior 4NCL (J4NCL) season will be played as three independent weekend tournaments as determined by the 4NCL Management Board.

1.2 The J4NCL will be organised as two separate divisions:

(a) Division 1: Teams must register a squad of at least five players, but no more than six players, with an average FIDE rating of at least 1350. The four highest-graded players in the squad must have an average FIDE rating of at least 1450. No individual player can be rated in excess of 2199.

(b) Division 2: Teams must register a squad of at least five players, but no more than six players, with an average ECF grade of at least 75. The four highest-graded players in the squad must have an average ECF grade of at least 85.

1.3 The exact format and structure of each division will be determined by the J4NCL Chief Arbiter once final entries are known.

1.4 ECF-graded friendly games will be organised by the arbiters for any players in a squad who are not playing for their team in that round.

2 Registration Lists

2.1 Registration lists must contain the information required on the final page of the entry guidelines.

2.2 Players must be under 18 years of age on 1 January 2020.

2.3 In Division 1, players registered to England must be Gold members of the English Chess Federation. Players in Division 2 must be a member of their national Federation.

2.4 Players must have:

(a) A FIDE rating; or

(b) A ECF grade or other National rating; or

(c) A ECF rapidplay grade other National rapidplay rating; or

(d) Permission from the Chief Arbiter to play as part of a squad. Team managers must fill in the ungraded players form and submit it to the Chief Arbiter by the Monday before the weekend. The Chief Arbiter will then either accept or decline the request. If accepted, the Chief Arbiter will provide a grade that will be used for the purposes of the weekend. This registration is only valid for the weekend, and not for an entire season. The Chief Arbiter may amend the assigned grade at any point until the submission made in accordance with 2.5.

2.5 Registration lists of players must be submitted to the Chief Arbiter by midnight on Wednesday before the weekend.

2.6 Ratings will be assigned in the following way:

(a) In Division 1, players will be automatically assigned the rating in 2.4(a). Managers may elect to use the latest published ECF grade or other national rating for conversion to an equivalent FIDE rating for any player, provided this is declared when the team list is submitted in accordance with 2.5. Managers who submit their team list after the deadline in 2.5 will not have this option available to them.

(b) In Division 2, players will be automatically assigned the rating in 2.4(b). Managers may elect to use the latest published ECF rapidplay grade or other national rapidplay rating for conversion to an equivalent ECF grade, provided this is declared when the team list is submitted in accordance

with 2.5. Managers who submit their team list after the deadline in 2.5 will not have this option available to them.

3 Match Arrangements

3.1 Matches will be played over four boards.

3.2 The first-named team in each pairing will have the white pieces on the odd-numbered boards and black on the even-numbered boards.

3.3 The starting times of each round will be as set out in the entry guidelines published at the start of each season.

3.4 The time limit for each game will be all moves in 80 minutes plus 10 seconds per move from move 1 (Division 1) and all moves in 50 minutes plus 10 seconds per move from move 1 (Division 2).

3.5 All results in Division 1 will be submitted for FIDE rating. All results in both divisions, including friendly games, will be submitted for ECF grading. Results may be submitted to other national federations upon request.

4 Team Lists

4.1 Team managers must submit their team list using the online system at least 30 minutes before the start of the round. The submission must also list all of the reserve players who are available for friendly games.

4.2 Where there is a difference of more than 100 FIDE rating points in Division 1, or 10 ECF grading points in Division 2, between two players in the same team, the higher graded player must play on a higher board than the lower graded player. If a team list is submitted in breach of this rule, then the submitted team will be amended to play in descending grade order; where two or more players have the same grade, those players will play in alphabetical order. For the purposes of this rule, the following rating lists will be used:

(a) Weekend 1 – Division 1, FIDE rating list of September 2019; Division 2, ECF grading lists of August 2019.

(b) Weekend 2 – Division 1, FIDE rating list of January 2020; Division 2, ECF grading lists of August 2019.

(c) Weekend 3 – Division 1, FIDE rating list of February 2020; Division 2, ECF grading lists of January 2020.

4.3 If a team manager has not submitted a team list for round 1, the Chief Arbiter will assume the four highest graded players in the squad will play in the team, in descending assigned rating order. Where two or more players have the same assigned rating, those players will play in alphabetical order. For all other rounds, the Chief Arbiter will assume that the team will be unchanged from the previous round.

4.4 A team list may only be changed after the deadline specified in 4.1 if:

(a) The opposing team manager agrees that the team composition or board order may be amended after the team was selected in accordance with 4.3. Such an amendment will result in a 1-gamepoint penalty counting towards the score of the match; or

(b) There was an administrative error by an arbiter in the publication of the team lists.

4.5 Any protest about the composition of a team must be made before the scheduled start of the round.

4.6 Known defaults must be on the lowest boards.

5 Game Arrangements

5.1 The default time shall be 30 minutes.

5.2 A team manager may replace an absent player with another of that team's registered players provided this is done not more than 30 minutes after the scheduled start of the round, and that the replacement player has not already played in that match.

5.3 Team managers as nominated on the registration list are the only spectators who are allowed in the playing area. Players who have finished their games are not allowed in the playing area. Spectators are only permitted in the playing area with the permission of an arbiter.

5.4 Players may only leave the playing area with the permission of an arbiter.

5.5 Players whose game has finished should remain seated and raise their hand. An arbiter will arrive at their board, collect the scoresheets, and record the result on the match result sheet. At that point, the arbiter will permit the players to leave the playing area.

6 Pairings & Rankings

6.1 Match points will be used to determine team rankings using the following system:

(a) 2 match points for a won match, where a team scores more points than their opponent

(b) 1 match point for a drawn match, where a team scores the same number of game points as their opponent

(c) 0 match points for a lost match, where a team scores fewer game points than their opponent

(d) 1 match point for a bye, where a team was not paired against an opponent

6.2 For the purposes of Swiss pairing, teams will be seeded within match point score groups by their initial seeding.

6.3 For the purposes of the final ranking, ties on match points will be split by:

a) Gamepoints. This will be the sum of the game points scored in each match. A team that has a bye will be deemed as having scored 2 game points.

b) Direct Encounter. The result of the head-to-head match(es) involving the tied teams on Matchpoints and Gamepoints will determine which team finishes highest. All teams tied after (a) must have played each other in order for this tie-break to be used, except in the case where any unplayed matches would not have impacted upon the ranking of a particular team or teams involved in the tie. For example, in a three-way tie, if A beat B and C; but B did not play C, then A will be ranked highest, and B and C will move on to the next tie-break.

c) Average Rating of Opponents (Division 1), or Average Grade of Opponents (Division 2). This is the mean rating or grade of all of the opposing players a team has played during the tournament. For the purpose of this calculation, the rating or grade to be used is the one assigned by a team manager before the start of the tournament in 2.6. Games won or lost by default are counted in this calculation using the rating or grade of the player who was nominated to play. If no player is nominated, then the game will not count towards the calculation.

7 Other

7.1 The arbiting team may apply penalties as it sees fit for any flagrant or premeditated breaches of the spirit as well as the letter of the rules.

7.2 An appeal against a decision of the arbiting team may be made to the 4NCL Management Board. Notice of such an appeal must be made in writing and received within seven days of the original decision.

7.3 All registered players in the J4NCL shall consent to their name and grade being shown on the 4NCL website, such consent being a requirement of the Data Protection Act. Those wishing to withhold their consent will not be permitted to play in the J4NCL.

7.4 A player may ask his team manager or an arbiter for any score in any match at any time. No other information may be provided by a team manager to any player. Players must not ask their team managers about whether or not they should offer, or accept the offer of, a draw.

7.5 Juniors are permitted to play both in the 4NCL itself and in the J4NCL. Juniors in the J4NCL are not tied to their teams in the main 4NCL.

7.6 Parents/guardians/teachers are assumed to consent to having photographs of participants taken; if they object to this they should raise the matter either with the arbiting team or the photographer concerned. Copyright to photographs remains with the photographer concerned.

7.7 The 4NCL Management Board and the arbiting team accept no responsibility for any damage, theft, injury or accident in relation to the person or property of anyone attending this event. They are unable to act in loco parentis for children and are not able to take responsibility for any child's actions, or for the actions of anyone that may affect a child. Parents, guardians and teachers as appropriate agree to the terms and conditions as set out in the entry guidelines and these rules as a condition of entry. Parents/guardians/teachers are responsible for their children throughout the entire duration of the event.

7.8 The 4NCL [Anti-Cheating Policy](#) will apply to this event.