

# 4NCL Junior Team League Rules

## 1 General Arrangements

- 1.1 The 4NCL Junior Team League (4NCLJTL) season will be played on days determined by the Four Nations Chess League.
- 1.2 4NCLJTL is open to any school, club, county or group of children without geographical restriction.
- 1.3 Teams must register a squad of at least four players, but no more than five players. No individual player can be rated in excess of 1500 in any of the categories in 2.4.
- 1.4 4NCLJTL will be organised as separate divisions of eight teams, based on the average rating of each squad. Where the number of teams is not a multiple of eight, the bottom team will be organised as a Swiss.
- 1.5 ECF-rated 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' 11th birthdays must be on or after 1 September 2022.
- 2.3 Players must be Silver or Gold members of the English Chess Federation.
- 2.4 Players must have:
  - (a) A ECF rapidplay rating; or
  - (b) A ECF online rapidplay rating; or
  - (c) Permission from the Chief Arbiter to play as part of a squad. Team managers must fill in the unrated players form and submit it to the Chief Arbiter by the Monday before the tournament. The Chief Arbiter will then either accept or decline the request. If accepted, the Chief Arbiter will provide a rating that will be used for the purposes of the tournament. The Chief Arbiter may amend the assigned rating 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 tournament.
- 2.6 Players will be automatically assigned the rating in 2.4(a). Managers may elect to use another option from 2.4 for each individual 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.

## 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 15 minutes plus 10 seconds per move.
- 3.5 All results in both divisions, including friendly games, will be submitted for ECF rating.

## 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 rating points between two players in the same team, the higher rated player must play on a higher board than the lower rated player. If a team list is submitted in breach of this rule, then the submitted team will be amended to play in descending rating order; where two or more players have the same rating, those players will play in alphabetical order. The rating list to be used will be determined when the date is announced.

4.3 If a team manager has not submitted a team list for round 1, the Chief Arbiter will assume the four highest rated 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, and the manager should nominate "default" as the player on these boards.

## **5 Game Arrangements**

5.1 The default time shall be when the player's time expires for their game. A named player who defaults their game will incur a ½ gamepoint penalty for their team.

5.2 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.

5.3 Players whose game has finished should remain seated and raise their hand. An arbiter will arrive at their board 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) Sum of Opponents Matchpoints.

## **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 All registered players in 4NCLJTL shall consent to their name and rating 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 4NCLJTL.

7.3 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.

7.4 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.

7.5 The 4NCL 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.

7.6 The 4NCL reserves the right to decline any entry, or decline the registration of any player without giving a reason.

## **8 Website Terms and Conditions**

8.1 4NCL does not accept responsibility for the content of other websites, to which the site links.

8.2 This website includes information on participants in respect of name, rating, title, nationality and sex (team registration lists).

8.3 Participants wishing this information not to be included on the website should contact the webmaster to have it removed, but should be aware that in this event they will not be permitted to play in the league.