

Junior 4NCL Online Rules - Season 10

1 General Arrangements

- 1.1 Any club or team may enter Junior 4NCL Online regardless of whether they do or do not play in the 4NCL or Junior 4NCL itself.
- 1.2 Players are eligible to play if they were born on or after 1 August 2006.
- 1.3 Junior 4NCL Online will be played as a team event over a number of weekday evenings on dates as determined by the 4NCL Management Board.
- 1.4 Registration lists should contain at least four players, but no more than eight players (see 1.8 below regarding squads). Additional names of players expected to play during the season may be added to a registration list subject to not exceeding the maximum number of players allowed.
- 1.5 Players may only appear on registration lists if they have explicitly confirmed that they have read and agreed to the provisions of the 4NCL Online rules and fair play guidelines.
- 1.6 All participants in Junior 4NCL Online shall consent to their name, gender, nationality, title and rating being shown on the 4NCL website. Those wishing to withhold their consent shall not be permitted to play in the League. Captains are also expected to have their contact details shown on the 4NCL website.
- 1.7 Captains may remove players from and add players to their registration list during the course of the season so long as the total number of players on the registration list does not exceed eight. Players removed from registration lists become free agents and may be registered by another team. No player may appear on two (or more) registration lists at the same time.
- 1.8 If more than one team from the same club enters, the teams may play as separate teams (where the teams may not interchange players) or as combined squads (where some movement between teams in a combined squad is allowed subject to the requirements of section 4 of these rules). The decision to play as separate teams or combined squads is irrevocable for the season. A captain may register up to eight players per team in a combined squad.
- 1.9 ECF membership at Supporter level or higher is required to play for players from English teams. The decision as to whether a team is English or not is at the 4NCL Management Board's absolute discretion.
- 1.10 Additional players may be added to a team's list of registered players and shall be sent to the Chief Arbiter online (preferred) or by email. The information required is the same as for the initial registration process in 1.4 above.

2 Ratings and Grades

- 2.1 Players must have:
 - (a) An ECF online rapidplay rating or other national online rapidplay rating; or
 - (b) An ECF rapidplay rating or other national rapidplay rating; or
 - (c) An ECF standard play rating or other national standard play rating; or
 - (d) Permission from the Chief Arbiter to play as part of a team. Captains must submit a formal request to the Chief Arbiter before including them on registration lists. The Chief Arbiter will provide an estimated rating. The Chief Arbiter may amend the assigned rating at any point.
- 2.2 Players will be automatically assigned a rating using 2.1(a) to 2.1(d) in priority order. However, captains may choose to use either standardplay or rapidplay grades for individual players.

3 Match Arrangements

- 3.1 Matches will be played over four boards.
- 3.2 Match dates and pairings will be announced by the Chief Arbiter once entries are finalised.
- 3.3 Each player will play two games per match against their opponent, one with each colour.
- 3.4 The starting time of each round will be 6pm.
- 3.5 A team will incur a half game point penalty per default in addition to scoring zero on each defaulting board for each player who, having been named on a team list, does not accept the challenge to start the game in question before 6.15pm (first game), or 15 minutes after the first game ends or was defaulted (second game).
- 3.6 If players begin their games after the default time, the result of the game will count towards the score of the match. The penalty specified in 3.5 will not be applied. This will not be subject to subsequent appeal by a captain.
- 3.7 The time limit for each game will be all moves in 10 minutes plus 5 seconds per move from move 1.
- 3.8 Captains must submit results no later than 9pm on the day of the match.
- 3.9 All results will be submitted for ECF online rapid rating.

4 Team Lists

- 4.1 Captains must submit their team list using the online system no later than 6pm on the day preceding the relevant round.
- 4.2 The Chief Arbiter will publish team lists no later than 5pm before the start of play in each round.
- 4.3 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. Between teams in a combined squad, if any two players are rated more than 100 rating points apart, the higher rated player must play in the higher team. For the purposes of this rule, the FIDE rating list and ECF rating lists published on the 1st day of the month in which the round is due to be played, will be used.
- 4.4 A team list may only be changed after the deadline specified in 4.2 if:
 - (a) The opposing captain 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 half game point 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 Pairings and Rankings

- 5.1 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

5.2 Tie-break methodologies are as set out in the Junior 4NCL Online format regulations.

6 Other

6.1 The 4NCL reserves the right to refuse any team entry or player registration at its absolute discretion without explanation.

6.2 The Chief Arbiter may apply penalties as it sees fit for any flagrant or premeditated breaches of the spirit as well as the letter of the rules.

6.3 An appeal against a decision of the Chief Arbiter that is not covered by the provisions of the Junior 4NCL Online fair play guidelines may be made to the 4NCL Management Board. Notice of such an appeal must be made in writing and received within three days of the original decision.

6.4 These rules should be read in conjunction with the Junior 4NCL Online fair play guidelines, league format regulations, and playoff rules.

6.5 Players are required to confirm that they had read and agree to the 4NCL Online fair play guidelines in order to be accepted on registration lists.