

4NCL Online & Junior 4NCL Online - Playoff Squad Rules - Season 10

The main 4NCL Online & Junior 4NCL Online rules apply for the playoffs, but there are some special rules that apply.

The Spirit of the Rules

The spirit of these playoff squad rules is:

- to ensure that only those players who have played the majority of their games during the “regular season”, i.e. seven rounds of 4NCL Online and seven rounds of Junior 4NCL Online, are eligible to play in the playoffs;
- to ensure a level playing field between teams playing as separate teams and teams playing as combined squads (see rule 1.6).

The rules below have been written in anticipation that 4NCL captains will comply with the spirit of the rules as set out above. As per rule 6.2: ‘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.’

Playoff Roster Rules

1. The registration lists as of the team submission deadline for the final round of the regular season (Round 7) are final.
2. As in the regular season, team lists must be submitted at least 24 hours before the final round.
3. A player cannot be named on the teamsheet for more than one match in any one round of the playoffs. A “Round” means the Semi Finals and Final as per the original rules of the competition.
4. No player may play for a team in the playoffs if they have not played at least three regular season games for that team, or played at least four games for that team and lower teams within a squad in total. For the purpose of this rule, a win by default counts as a game played, but not a loss by default. Here are some specific examples of what that means (assuming all teams in a squad qualify for the playoffs):

a.	7 games for the 1 st team		
	1 st team	Player has played ≥ 3 games for the 1 st team	Eligible
	2 nd team	Player has not played ≥ 3 games for the 2 nd team	Not Eligible
	3 rd team	Player has not played ≥ 3 games for the 3 rd team	Not Eligible
b.	3 games for the 1 st team, 3 games for the 2 nd team		
	1 st team	Player has played ≥ 3 games for the 1 st team + 2 nd team	Eligible
	2 nd team	Player has played ≥ 3 games for the 2 nd team	Eligible
	3 rd team	Player has not played ≥ 3 games for the 3 rd team	Not Eligible
c.	3 games for the 1 st team, 3 games for the 2 nd team		
	1 st team	Player has played ≥ 3 games for the 1 st team + 2 nd team	Eligible
	2 nd team	Player has not played ≥ 3 games for the 2 nd team	Not Eligible
	3 rd team	Player has not played ≥ 3 games for the 3 rd team	Not Eligible
d.	0 games for the 1 st team, 7 games for the 2 nd team		
	1 st team	Player has played ≥ 3 games for the 2 nd team (a lower team)	Eligible
	2 nd team	Player has played ≥ 3 games for the 2 nd team	Eligible
	3 rd team	Player has not played ≥ 3 games for the 3 rd team	Not Eligible
e.	2 games for the 1 st team, 3 games for the 3 rd team		
	1 st team	Player has played ≥ 3 games for the 1 st team + 2 nd team	Eligible
	2 nd team	Player has played ≥ 3 games for the 3 rd team (a lower team)	Eligible
	3 rd team	Player has played ≥ 3 games for the 3 rd team	Eligible
f.	3 games for the 2 nd team, 2 games for the 3 rd team		
	1 st team	Player has played ≥ 3 games for the 2 nd team (a lower team)	Eligible
	2 nd team	Player has played ≥ 3 games for the 2 nd team	Eligible

3rd team

Player has not played ≥ 3 games for the 3rd team

Not Eligible

5. It is possible that a squad's 2nd team (or lower) may qualify for the playoffs, but not a squad's 1st team. In this case, the team must be a legal team in the situation where all of the squad's higher teams also had matches in that round, as if it were a regular season game (i.e. Rule 3 does not apply). For example, if a 2nd team has qualified for the playoffs but not a 1st team, then there must be four players who would be eligible to play in the 1st team that week had it been a normal regular season game.

Dealing with Breaches

1. The Chief Arbiter or his assistant(s) will confirm all playoff teams submitted by captains as soon as practical, on the day before the match.
2. Where either the spirit or the letter of the rules has been breached in the opinion of the Chief Arbiter, the Chief Arbiter will contact the captain concerned and discuss the problem, and work with the captain to organise a legal team for the match.
3. In the unlikely event that this does not resolve the problem, the captain may appeal to the 4NCL Management Board, who will make the final decision.