

# TAFCA ONLINE LEAGUE RULES

*(OTB League Rules with new online rules in red)*

## **FORMAT**

### **1: PLATFORM**

1.1: All matches will be played on “lichess.org”

### **2: COMPOSITION OF LEAGUE**

2.1: The League shall be divided into Divisions not exceeding 10 teams. (season 1: make up of leagues same as TAFCA OTB Leagues 2019-20 if possible. If not League Controllers decision final.

### **3: SCORING SYSTEM**

3.1: Scoring shall be by the results of individual games.

3.2: Two Match Points shall be awarded for a match win and one Match Point for a match draw.

### **4: LEAGUE PLACING**

4.1: League placing shall be decided by placing the teams in descending order of match points scored.

### **5: PROMOTION AND RELEGATION**

5.1: The two lowest placed teams in Division 1 at the end of the season shall be relegated to Division 2

5.2: The two highest placed teams in Division 2 at the end of the season shall be promoted to Division 1.

5.3: If a division has 6 or fewer teams, only one team will be relegated from Division 1 and one team promoted from Division 2

5.4: Any Club, which has a lower graded team, promoted, whilst at the same time having a higher graded team relegated, should have the decision as to whether the lower graded team may stay in the lower division or move up while the higher graded team moves down.

### **6: BREAKING OF TIES**

6.1: In the event of ties for League placing at the end of the season, such ties shall be resolved by consecutive reference to the following until a result is achieved:-

- a) Game Points;
- b) Result of the individual match result or results;
- c) Board points
- d) Play off;

6.2: The league controller shall notify teams requiring too play off as soon as this requirement is known. The match must take place within 14 days of receiving notice from the league controller, who must be advised of the arrangements by the team captain having the choice of club night.

6.3: The choice of club night for a play-off shall be decided by lot unless mutual agreement can be reached. In the case of difficulty the league controller should be contacted.

6.4: Players taking part in play-off matches must have played at least 2 games for their respective teams during the concluding season and must satisfy the eligibility rules.

6.5: If the play-off does not take place within the stipulated time, then;

- a) In the case of play-offs for promotion, the teams concerned shall lose any rights to promotion and will remain in that Division. The team(s) that would have been relegated will remain in the higher Division.
- b) In the case of play-offs to avoid relegation, the teams concerned shall be relegated to the Division below. Sufficient teams from the Division below shall be promoted to replace the relegated teams.

## **7: LEAGUE START UP**

7.1: The start of the season will be the **1st July**. The number of teams to be entered must be notified, in writing, to the league controller by **15<sup>th</sup> June**. League controller shall prepare a Fixture List.

## **8: FIXTURE LIST**

8.1: The first team of each pairing shall be the home team. The captain of the home team shall be responsible for arranging the match.

8.2: Matches must be played on the dates set down in the Fixture List

8.3: Any club entering a team shall be penalised £2.00 for every unplayed match. The committee will be empowered to consider each case on its merits.

8.4: The first date on the Fixture List shall constitute the start of the online season. All League matches must be played by 31st October.

## **9: POSTPONEMENTS**

9.1: **Any change of the match fixtures must be notified to the league controller immediately by the captain requesting the rearrangement.**

9.2: **Matches between teams of the same club may not be postponed by more than seven days. Matches between teams of different clubs may not be postponed by more than two weeks. (see rule 9.3)**

9.3: **Rearranged matches between teams with both captains consent can be played anytime between Mon to Thurs. (subject to rule 9.2). The home team can insist on it being their designated club night only.**

9.4: **Prior to the commencement of the season, and not later than 7 days prior to the first published fixtures, either team of any fixture (except those covered by 9.2) may insist on a change to the date set down in the fixture list. The new date must be mutually agreed and arranged in accordance with rule**

9.5: **After the commencement of the season postponements may only be by mutual agreement. A team requesting postponement shall have no right to insist on a postponement. Disputes in such cases must be referred to the League controller who shall have the final say.**

9.6: **When a postponement has been agreed it shall be the responsibility of the captain requesting that postponement to offer and agree an alternative date with the other captain, subject to rules 9.2 & 9.3. Both captains must immediately inform the League controller of the new arrangement. Failure to comply with this rule will result in default by the offending team. (see rule 8.2)**

## **10: COMPOSITION OF TEAMS**

10.1: A team shall consist of four players.

10.2: A match shall consist of four boards played at the same night and at the same time. It is not permissible for players to agree a separate time or date for their game.

10.3: A player may not play more than one game in a match.

10.4: Before the start of the season, each club must supply the league controller with the full names of at least four players who will represent each team along with their CS pnum; and online handles . No club may nominate the same player for more than one team.

10.5: Junior teams must have a minimum of three players aged 16 or under.

## **11: ELIGIBILITY**

11.1: If a club enters more than one team in the League its teams shall be composed such that grading order is maintained throughout all teams, i.e. all of the A-team shall be graded higher than any of the B-team, B-team higher than C-team, etc. (subject to 11.3 and 11.6).

11.2: Players nominated for a team may play for that team and any higher team.

11.3: Any player who plays more than two games for teams higher than that for which he has been nominated will automatically become nominated for the lower of these higher teams, his original team nomination will cease to be effective and he will no longer be eligible to play for a lower team for the remainder of the season. Games where a player "wins" a defaulted game shall be disregarded for eligibility purposes.

11.4: A player may not play for a team lower than that for which he is currently nominated.

11.5: If a club wishes to play an ungraded player whose strength justifies a place in a particular team, above a graded player, then that club must assign that player an estimated grading. Such an estimate must be notified immediately, in writing, to the league controller. This estimate shall apply for the remainder of the season. The grading referred to in these Rules shall be those published by Chess Scotland or other National body for the current season.

10.6: If a player joins a club after team nominations have been submitted and his inclusion would displace an existing player, the team captain may apply to the league controller for the displaced player to be reclassified into a lower team. This player may not play for the lower team until reclassification has been granted. Rule 11.2 will still apply.

11.7: A player may play for only one club in a season except with the permission of the Committee.

11.8: For each infringement of 11.2 to 11.7 the game shall be credited to the opposing team.

11.9: Teams entering as 'junior' must be designated as 'junior' at the start of the season.

## 12: **TEAM ORDER**

12.1: In any team, board order shall be according to each player's grading as set down in the grading list published by Chess Scotland at the start of the current season, with the highest graded on Board 1, second highest on Board 2, third highest on Board 3. Ungraded players must play below graded players unless an estimated grading has been assigned in accordance with Rule 10.5. No variations to published gradings are permitted.

12.2: The penalty for infringement of Rule 11.1 shall be the award of the points gained on all boards affected to the opposing team.

## 13: **STARTING TIMES**

13.1: Play commences at 7.30 p.m.

13.2: If a player does not except or make the challenge (see rule 14.6) by 7:45pm, the offending player will be defaulted. (see rules 19)

13.3: A player cannot claim a default for no show of opponent until 7:45pm.

13.4: In exceptional circumstances the captains can agree to re-play the match in accordance with rules 9.2; 9.2 & 9.3.

13.5: A captain can appeal to league controller in exceptional circumstance to request a game being replayed. League controllers decision final subject to rule 21.2.

## 14: **PREPARATION FOR PLAY**

14.1: Captains must submit their team list by email to league controller no later than 7:30pm the night before the match.

14.2: The league controller will email both captains with team lists and handles and any other relevant info no later than 1pm on day of match.

14.3: A team list may only be changed after the deadline specified in 14.2 if:

(a) – The opposing captain agrees that the team composition may be amended.

(b) – There was an administrative error by league controller when emailing captains with team lists.

(c) – Any protest about the composition of a team must be made before the scheduled start of the round.

14.4: Team captains are responsible for making sure all their players are online and ready to play by 7:30pm.

14.5: If any named player fails to take part, then that board must be clearly marked "default" when emailing results to league controller.

14.6: The player with white side is the one responsible for initiating the challenge to his opponent. (see guide to playing matches on Lichess)

14.7: Known defaults must be on the lowest boards.

#### **RULES GOVERNING PLAY**

##### **15: CLOCKS**

15.1: Lichess Online Clocks must be used in all games.

15.2: The player with white is responsible for setting the time-control and correct time for match on lichess when making the challenge (see Guide to playing matches on Lichess!)

##### **16: COLOURS**

16.1: The away team shall have white on Boards 1 and 3.

##### **17: TIME**

17.1: All moves in 45 minutes plus 15 seconds per move from move 1, each player.

##### **18: SUBMISSION OF RESULTS**

18.1: All players must report the result of their individual match to their respective team captain as soon as the match is completed.

18.2: The result of the match, containing full details of the match, must be emailed by both team captains within 5 days following the match to league controller.

18.3: Submission of match results must not be delayed. Where the result is not received by the league controller within the appointed time, the team who has not sent in result shall be penalised 1 match point.

##### **19: DEFAULTS**

19.1: Except in cases where it is genuinely unavoidable, the league controller will take a serious view of teams defaulting boards and may apply appropriate penalties.

19.2: A team defaulting two or more matches during the season shall be automatically relegated to the next lower Division, unless a satisfactory explanation is given to the TAFCA Committee.

19.3: One Match Point shall be deducted from a team's score at the end of the season for every three individual games lost by default.

19.4: If a team plays less than 50% of its fixtures it shall be considered to have withdrawn, its results shall be discounted and Rule 7.3 shall apply.

##### **20: ONLINE FAIR PLAY REGULATIONS**

20.1: It is illegal to use computer software of any kind. Any player deemed to have used said software will be barred from TAFCA in all forms. (Subject to rule 21.2)

##### **21: OTHER**

21.1: The league controller may apply penalties as they see fit for any flagrant or premeditated breaches of the spirit as well as the letter of the rules.

21.2: An appeal against a decision by the league controller may be made to the TAFCA committee.

Notice of such an appeal must be made in writing and received within four days of the original decision.