

Rules for NECL Team Rapidplay

- 1) The competition follows all the rules from the North Essex Chess League "Rules of match play" except where changes to those rules have been described in this document.
- 2)
 - a) The competition shall consist of one league. The league will be run as a:
 - i) five-round Swiss if there are more than six teams.
 - ii) all-play-all if there are five or six teams
 - iii) double round-robin if there are four or fewer teams.
 - b) The competition secretary may alter this rule prior to the start of the competition if an alternative format to the competition would be more suitable for that season but there will be no more than six fixtures in the season without the agreement of all the teams who have elected to take part. This could include all fixtures being completed on just one or two evenings with a shorter time control at a neutral/randomly-determined venue if there are a limited number of teams.
 - c) The fixtures for the first round will be determined randomly.
 - c) Game points will be used to determine the competition winner and, if the league is being run as a five-round Swiss, also to determine pairings for all rounds except the first round.
 - d) If the league is being run as a five-round Swiss and there are an odd number of teams then in each round one team will be given a bye. If a bye is necessary in the first round then this will be randomly allocated. For the purpose of determining fixtures a bye in the first round will be counted as two 4-0 wins for the team receiving the bye. After each fixture the match scores for byes received will be adjusted to match the average result, rounded up to the nearest half point, achieved by that team in their other fixtures. No team will receive more than one bye in a season.
 - e) Following publication of the fixtures for a round clubs will need to agree a date for the fixture and ensure it is played within five weeks of the publication date. The team drawn at home is responsible for looking at the fixture lists for both clubs on the NECL website and suggesting a suitable date. If a fixture is taking place at a neutral venue one of the two teams will have been designated as the home team and will be responsible for suggesting a suitable date.
 - f) Which team is home/away will be randomly-determined for the first round. Following that it will be determined in the same way as colour would be determined in an individual Swiss competition if the league is being run as 5-round Swiss. If an all-play-all format is being used then home/away ratio will be as close to 50% as possible for all teams. If a double round-robin then each team will play home and away matches against each other team.
- 3)
 - a) Clubs may enter any number of teams in the competition.

- b) Teams can be given any reasonable name by the club.
 - c) Clubs may allocate players to whichever team they want. Each team may have any number of players allocated to it from which four will be selected for a fixture.
 - d) The total grade for the four players selected for a team in a match must be no more than 600 ECF. When available ECF rapid play grades are used. If a player has an F rapid play grade then the club may opt to use their standard play grade instead when calculating the total grade for the team. If a player does not have a rapid play grade then their ECF standard play grade is used instead. If a player does not have an ECF grade then an estimated grade will be used; estimated grades need to be approved by the competition secretary at least 48 hours before the player with the estimated grade can take part in the competition. Any player with a grade less than 100 is considered to have a grade of 100 when calculating the total grade for a team.
 - e) Each player may only play matches for one club in any season. This does not have to be the same club as they play for in NECL standard play competitions. Each player must be registered with the NECL.
 - f) If a club has more than one team in this competition then a player may only play for one team in any season. In extenuating circumstances a club may apply to the competition secretary for permission to have a player make a maximum of one substitute appearance for another of the club's teams.
- 4) If a team does not have four players then any defaulted games are assumed to have been made by players with a grade of 140 for team eligibility purposes (see rule 3d).
- 5) a) Each fixture will consist of two matches between the two teams.
- b) For the second match colours on each board are reversed.
- c) A team must be the same for each of the two matches in a fixture. If unforeseen circumstances mean that this is not possible then a team may substitute in a lower-graded player for the second match, so as to avoid a defaulted game, if the captain of the opposition team agrees to the change.
- 6) a) The default rate of play is 30 minutes for all moves in a game.
- b) If captains of both teams agree then the rate of play may be changed to anything between 15 minutes and 59 minutes for all moves. Alternatively, teams may choose to play with increments as long as the total time for a 60-move game would not be more than 59 minutes. All games in a fixture must use the same rate of play. If captains cannot agree on a different rate of play then the default rate of play is used for both matches.
- 7) There is no requirement to use a scoresheet though players may do so if they wish.

