

LCBA League Rules – 2016-2017 amendment

Rule amendments to cover no-show and late arrivals.

(These rules are intended to replace and supersede current rule: 7: LATENESS & PARTIAL ABSENCE PROVISIONS, for the 2016-2017 league season. Their aim is to make provision for teams being incomplete at the start of a match and to simplify and standardise the application of amended scores and fines should the match not be played as a full Team of 8 over 24 boards. It is hoped that within the framework of the rules Captains will use common sense and judgement in their interpretation.)

1. No show.

- a) When a Captain has been made aware that a player/pair **will not** be able to play in the match, that Captain should make every attempt to find a replacement player/pair. If this is possible but the substitute(s) will arrive late then see 2 below (Late arrival).
- b) If no replacement is possible then the 'non-offending' Captain can elect to either:
 - a. Play the match as a teams of 4 (see note 1)
 - b. Request a rescheduled match.

In the event of a rematch the 'non-offending' team will have a choice of venue and the 'offending' team will, if it is necessary, cover any costs incurred.
- c) In whichever format the match is played both teams will retain their score, the 'offending' team will, however, be penalised 1.5 V.P. Where both teams are at fault, both will be deducted 1.5 V.P. (*For clarification, this is a league fine and not a match fine i.e the fine will be deducted from the end of season score not the match score*).

2. Late arrival.

- a) At the start (*this shall not be any later than 7.25pm*) of any match – where either team is incomplete – the non-offending captain – or both captains if both teams are incomplete – must agree to either play the match as a team of 4 match or abandon the match if the team/s remain incomplete after the first 6 boards of the match – when the match will be deemed to be a 'no show'. (*See 1(b & c)*).

In the case of both teams being incomplete, if no agreement is reached between the captains, the team of 4 option **will apply** with both captains rotating their pairs.
- b) As soon as a Captain is aware that a player(s) will be arriving late or is made aware of a no show and has secured a substitute(s), he should inform the opposition of the likely length of the delay at which point the Captains should:
 - a. Agree the time at which the match shall start (depending on circumstances, it would not be unreasonable to delay the start by up to 10 minutes)
 - b. Play will commence at this time and at the point that both the 2 complete tables (tables 1 and 2) have finished 3 boards, 2 boards will be removed from play from the incomplete table(s) (3 and 4)
 - c. If the missing player(s) arrive prior to the completion of three boards then all boards shall be played

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- d. The sharing table of the incomplete table should play no more than 2 boards (*to avoid removing boards that have been played*)
- e. After tables 1 and 2 have completed 5 boards a further 2 boards are removed
- f. For every board removed (not played) the offending team will be deducted 3imps from their final total. The resultantimps score will be used to assess the VP score for that match
- g. Once tables 1 and 2 have completed six boards **and** 45 minutes from the start of the match (*6 boards at 7.5 minutes a board*) has elapsed, the match will be classified as a no-show. (see section 1 and 2 (a) but also note 3.) At this point the match can be abandoned **or** played as a team of 4 match depending on the Captains' prior agreement (*See 2 (a)*)
- h. No board shall be played at 3 tables. In the event of the match becoming a Team of 4 match, any boards played at an incomplete set of sharing tables shall be scrapped and redealt so that they can be played in full in the second half of the match.

Note. Teams of 4

- 1) Where a match has not commenced (and the non-offending side elects for a Tof4):
 - a. the match shall be played over 24 boards in stanzas of 6 boards, with the away team being seated and the home pairs changing.
 - b. The non-offending Captains can nominate which of their players they play with the proviso that the same two pairs cannot play against each other in consecutive sets. The offending Captain must alternate his available pairs (so as not to play the strongest pairs and thus gain a potential advantage from an issue of their making).
 - c. Scoring shall be done after 12 and 24 boards using a Tof4 imp table (appendix 1)
- 2) Where the match has commenced and the non-offending Captain has elected to play a Team of 4:
 - a. The scores of the 6 boards already played by both teams shall stand.
 - b. The rest of the match shall take place as above.
 - c. Any boards played in the incomplete stanza shall be redealt to allow all pairs to be eligible for the rest of the match.
- 3) A 1.5VP penalty against the offending team(s) will be applied to both these types of match.
- 4) The V.P. score will be entered according to the actual result and the League Secretary contacted to apply the penalty.
- 5) The offending Captain has the opportunity to appeal the fine by contacting the League Secretary who will present the case to the League sub-committee.

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Appendix 1: Proposed imp scale for a Team of 4, 24 board match.

Imp Difference:	VP Scale
0-4	6 – 6
5-13	7 - 5
14-23	8 - 4
24-35	9 - 3
36-48	10 – 2
49-63	11 – 1
64+	12 - 0