

BYLAWS
NORTHERN SCHOOLS CHESS LEAGUE (NSCL)
High School/Junior High/Mid School Division
(Includes amendments approved through 10/20/07)

GENERAL RULES

- A1. Except as otherwise provided, League play shall be governed by the current rules and regulations of the United States Chess Federation (USCF).
- A2. The competition shall determine a league champion in the following categories: large high school (AAA-AAAAA), small high school (A-AA), and junior high/mid school. A "B" or lower ranked team from a large high school may be classified as a small high school team if a majority of the small high schools agree. A small high school may choose to compete as a large high school.

TEAM AND PLAYER ELIGIBILITY

- B1. Competition is open to any high school, junior high school, or middle school in northern New Mexico that agrees to abide by these rules of competition and the current USCF rules of chess. Schools from other areas may participate if they are willing to travel to the site of the meets.
- B2. A player must be a full time student at the school that his/her team represents. However, a school may request the League Director to allow a home-schooled player or a player from a school that does not have a chess team to join their team. Such a player must practice with the team and must participate at least four consecutive weeks in the team's challenge ladder or rating system. The school coach must declare such a player in writing (or by e-mail) to the League Director once each chess season at least one week before the player participates in a League meet.
- B3. A player may not participate in both this division and the NSCL's elementary school division unless the player fills a HS/JHS/MS position that would otherwise be vacant.
- B4. Home-schooled students may enter a team into the League. Home-schooled students must be properly registered in their school district.
- B5. Students from eligible schools, per Rule B1, that do not have a team in the League may form a mixed team provided that a majority of the League's participating schools approve such a team by majority vote. The League's participating schools shall specify from which schools the mixed team may draw its players. (For purposes of this rule, a home school team is considered a school.) The approval must be done annually. The League's participating schools may amend their decision at any time.

At least four of the players on a mixed team must attend schools in the same school district. The mixed team shall be overseen by an adult who agrees to be responsible for the behavior of the team's players and for abiding by these General Rules. If during the season, a school represented by the mixed team enters the League, the players representing that school may no longer play on the mixed team. If a school formally withdraws from League play, its players become eligible to participate on the mixed team at the next full meet. If the mixed team is a high school, the participating schools shall decide whether the team is a large high school or a small high school. Players on a mixed team must practice together and shall comply with Rule D5 regarding the club ladder.

FEES/DUES

- C1. The registration fee shall be \$35 per team for the season, payable by cash, check, or purchase order no later than the start of the first meet at which the team participates. A \$5 late charge may be assessed teams that do not pay their fees on time.

TEAMS

- D1. A school may enter up to four teams into this division. The A team shall consist of the school's strongest set of players, the B team the next strongest set of players, and so on until all teams are complete. The League Director may allow exceptions for good reason.
- D2. A high school team shall consist of six players in grades 12 or below. A junior high/mid school team shall consist of six players in grades 9 or below. Team size can be increased to seven or more players if the two paired teams agree. A team with fewer than 6 players shall leave the lowest boards vacant. A team must have at least four players present to be paired into any round.
- D3. At least four of the players on a team must be full time students at the registered school. For home-schooled teams, at least four of the students on the team must live within the same school district. This rule does not apply to mixed teams, Rule B5.
- D4. Players shall be ranked such that the strongest player on the team plays on Board 1, the second strongest on Board 2, and so on until all boards are filled. A team that brings more than six players can rotate the extra players into the lineup in subsequent rounds. The Director may allow small changes in board order for good reason.
- D5. Each school shall establish and maintain a club challenge ladder or rating system to determine player rank. Player rank shall be determined by regular playoffs among club players. A player's rank or rating shall be based exclusively on playing skill and may not be affected by disciplinary procedures.

LEAGUE MEETS AND TOURNNEY FORMAT

- E1. There shall be six qualifying rounds during the season to determine the teams eligible for the championship meet. The first three rounds are to be played at the first meet, the last three rounds at the second meet, and the championship rounds at the third meet. Unless otherwise approved, the first meet shall be held on the east side of the mountains, the second meet on the west side of the mountains, and the third meet in Santa Fe.
- E2. In the qualifying rounds, teams shall be paired according to the USCF's Swiss system. However, the Director may at his discretion "slow down" the Swiss pairings in order to prevent the pairings from peaking before Round 6. Pairings for the qualifying rounds shall be made from a common pool of high schools and junior high/mid schools. Each team shall be given an initial ranking by the League Director using his best knowledge of the team's overall strength.
- E3. After the six qualifying rounds, the four top-finishing schools in each category – as defined in § A2 -- shall be paired into a round robin championship bracket at the third meet. All other teams shall be paired into consolation brackets as determined by the Director.
- E4. A team that misses the first meet may be allowed to participate in the second meet. The Director may award up to one and a half match points for the missed meet depending on team strength. Each match point shall be worth three game points.
- E5. A team that plays in the first meet but misses the second meet due to school conflicts, chess conflicts, or other unavoidable circumstances shall be awarded an additional number of match points equal to half the match points won in the first meet rounded up to the nearest half point, and half the game points rounded up to the nearest half point.
- E6. Team tie breaks for the preliminary rounds shall be: 1. USCF's Modified Median on match points, 2. Total game points, 3. Total game points not counting lowest board, and so on until the tie is broken.

MATCH PLAY

- F1. The time control per player shall be G/50. (Fifty minutes sudden death per player.) Time controls may be shortened in the event of inclement weather or other adverse conditions.
- F2. Odd-team byes are scored as one half match point unless the Director can form a House team from extra players to play the odd team. The result of the match with the House team shall count as part of the team's record.
- F3. Chess notation is required for at least the first 30 moves except as otherwise allowed by the Director.

RULES CHANGES

- G1. A coach's meeting shall be held at each meet to consider changes to these rules. The rules may be changed by majority vote of the coaches present and voting at the coach's meeting, one vote per school. The League Director does not vote but may cast the tie-break vote. Rules become effective upon approval unless otherwise stated. The League Director may also bring about changes to the rules by polling the coaches by mail, telephone, or the internet provided he attempts to reach all the coaches.