

## 6. MATCH PROCEDURE

- a) Before the commencement of a match the captains of the respective teams shall exchange lists of eligible players (six in Divisions 1 & 2, or five in Divisions 3, or four in Div. 4); in order of playing strength [\*] whether or not the players are present. Should a team play any player deliberately out of order they shall lose the offending board and all boards below and in addition two points from the league table. The Records Secretary may query the registration of a team's board order. If a captain be aware that any player(s) in his team will be defaulting, then the default(s) will be placed on the bottom board(s).

*[\*For this purpose, a grading difference of up to 10 points will be regarded as acceptable]*

- b) The away team shall have the WHITE pieces on the odd boards.  
 c) Play in all match games must start at either 7.15 or 7.30 pm and each club must state in the league information sheet which they use for home matches. A continuous period of at least 3 hours must be allowed for the match.  
 d) Each club/team must separately make the result of the match known to the Records Secretary within SEVEN days of the date on which the match was played. If a match result is not received within SEVEN days, then on the first offence the club is warned, and on each subsequent offence a team league point is deducted.  
 e) Both players in every game shall keep an accurate record of the game using a recognised system of notation.

## 7. GAMES IN DEFAULT

- a) A game shall be scored to each player for whom no eligible opponent is provided. Any club failing to keep an appointment shall lose the match by default.  
 b) No game shall be claimed by default until the defaulting player's time has lapsed.  
 c) Any club winning a match by default shall send in a match card to claim the match within FIVE days. Failure to do this will result in a double default. The defaulting team should also notify the Records Secretary at the same time.

## 8. ADJOURNMENTS

All games will be finished in one session of play with no adjournments.

## 9. ADJUDICATIONS

All games will be finished in one session of play with no adjudications.

Procedure for resolving disputes in Quick Play finishes (the 2-minute rule) are now detailed in Rule 14.