

WDCL Fresher's League

- 1) The Fresher's League Objective is to :
 - a) Provide **more matches** for **new** and **lower-graded players** so that they can start playing (more casual) matches sooner and are less likely to drop out.
 - b) Provide **variety** for existing players, plus an opportunity to **help** less experienced players to get involved.
- 2) Matches to start at the usual start time of 7:30 pm - in the case of excessive lateness by one team (eg after 7:45pm), then the team present are at liberty to start the clocks or wait until the late team arrive and agree a reduction in the playing time if necessary. Similarly (on an individual basis) in the case of 1 or 2 players being late.
- 3) Results to be returned within 3 days as usual.
- 4) Teams to consist of **3 players**, matches consist of all-play-all (3 games each) **rapidplay** (25 mins each way .) (See scorecard below)
- 5) Points for each game scored as follows :-

Graded (or estimated) 60 or less: 4 for a win, 3 for a draw, 2 for a loss,
Graded 61-100 : 3,2,1 respectively, Graded greater than 100 2,1,0
respectively. A defaulted board always scores zero. Players of grading
strength 150 and over are not permitted to play.
- 6) Players are expected to play in order of playing strength, home players play as H1, H2 and H3, away players play as A1 , A2 and A3.
A player can not change number from one round to another (eg if you're H1 in the first round, you stay as H1 for the rest of the match.) One substitute (H4 or A4) can be used for a maximum of 1 round. The substitute and who they're replacing should be stated at the start of the match. Late substitutions can take place in the case of genuine unforeseen circumstances.
- 7) All players must be registered WDCL players, but can be registered for a different club to the one which they play for in the Fresher's league. A player can only play for one Fresher's league team in a season.
- 8) Teams will score 2 **match** points for a win, 1 for a draw (unlikely but possible), and 0 for a loss. The **game** points scored or conceded on the night (eg 4 game points for a win by a 50-graded player) will be counted as for or against. In the case of a tie on match points, the club with the highest game points difference will take the higher league position.
- 9) The team with the highest number of match points at the end of the season will be the League Champions. In the case of a tie on match points, the club with the highest number of game points difference will take the higher league position.

Judy Brown August 2011

WDCL Fresher's League

Date _____

Home Team (H) : _____ Away Team (A): _____

Points Scored Reminder

Player's Grade	Score for a win	Score for a draw	Score for a loss
0-60	4	3	2
61-100	3	2	1
101-149	2	1	0

	Home Team Names	Grade (* if estimated)	Points for a win		Away Team Names	Grade (* if estimated)	Points for a win
H1				A1			
H2				A2			
H3				A3			

Colours: Home team **BLACK** for rounds 1 and 3, **WHITE** in round 2.

Match	Result (1-0, ½ - ½, 0-1)	Home Points	Away Points
H1 v A3			
H2 v A1			
H3 v A2			
H1 v A2			
H2 v A3			
H3 v A1			
H1 v A1			
H2 v A2			
H3 v A3			
Total Points :			

Signed By: _____ Signed By: _____