NDLTC Box League Rules

# Principles

The dynamic comings and goings of people in the box league (on average about 15 people either join or leave each period) means that a simple 1-up, 2-down approach can’t work – we could end up with some boxes of 8 people and some of 2!

We do however want a fair, transparent and largely objective way to manage this

# Approach

1. At the end of each period, everybody in the whole league is initially ranked based on the following:
	1. Box they were in
	2. Points they scored
	3. If equal points then # matches won, then head-to-head, then points against, then previous ranking
2. People with zero games played then get removed unless they have re-applied and committed to play all their games!
3. Box winners get moved up at least 2 places (perhaps more if they were clearly in the wrong box and won all their games)
4. Very close runners-up (equal or one point lower) normally get moved up 1 place
5. Anybody in a box who did not win a game, normally goes down 1 further place
6. People who have asked to leave then get removed
7. New starters then get allocated into this list based on J+I’s viewpoint taking into account previous box league matches and tournaments
8. Leagues are then formed based on 5 or 6 to a box (for doubles this is 4 or 5 in a box)
9. If a box league winner ends up not being promoted (eg if there are lots of new entrants, then we will review this and will promote them unless we feel it makes the boxes unbalanced.

# Implication of this Approach

* Box Winners normally get promoted
* Some runners up (or even others) may get promoted too if there is a net reduction in participants above them.
* The lowest scoring player in each box will generally get relegated unless there is a large reduction in players above them
* Others *may* get relegated too, especially if there is a general increase in players above them
* The only subjectivity in this is where new joiners initially get placed and we will do our best to make this fair and linked to performance in previous box leagues or tournaments…

# Injuries

Players will sometimes become completely unavailable (typically via injury) and this will be addressed as follows:

* Injured players should let the box admin (Ian) know immediately if they are not able to fulfil their remaining games
* If the injured player has not played any matches, they will be removed from the box for this round
* If the injured player has played some matches, we will assess the box depending on the timing and games already played – with an aim of ensuring that those who couldn’t play their games get fair points.

# Walkovers

This is a friendly competition, so there are only very limited situations where a walk-over (3-0) score should be posted. This should therefore be very much a last resort, where all other options have been exhausted – eg where there have repeat cancellations or players have not responded to multiple requests …

Note it’s unlikely that walk-overs will be granted in the week before cut-off…

Rather than try and set firm rules on this, all requests for walkovers should be sent to the box admin for adjudication and they will post the score if necessary.