

9. Frank Wood Shield Rules

League rules for Division 1 apply except where amended hereunder.

9.1 The Frank Wood Shield will be a knockout competition using a handicap system based on the difference between the average grades of the two teams playing a match.

9.2 The first round of the competition will take place in the New Year.

9.3 Teams.

9.3.1 A club may enter for the Frank Wood Shield any number of teams not exceeding the number of teams it has in the League.

9.3.2 Each team shall have a distinctive name, to be given to the competition organiser along with contact details of the captain/manager no later than the date specified by the organiser.

9.4 Players' Eligibility

9.4.1 A player is eligible to play for a team entered by a club in the Frank Wood Shield once he or she has legally played two games for that club in the league during the season.

9.4.2 No player may play for more than one team during the competition, except as permitted by Rule 9.4.3.

9.4.3 A player with a current grade of 80 or under (either an ECF A-E grade published in the latest grading list or an estimated grade assigned by the OCA Grader for the competition) may play for any team of his or her club at any stage of the competition.

9.4.4 A team that fields an ineligible player in a Frank Wood Shield match loses that match.

9.5 Should a match (or a board) be defaulted by a team, the opponents must declare the team (or player) that would have played, and Rule 9.4.2 above will apply.

9.6 Grades

9.6.1 If a player has an ECF A-E grade, this will be used.

9.6.2 If a player does not have an ECF A-E grade, the club or team captain wishing to play that player must contact the OCA Grader at least a week before the player's first match in the competition, asking for an estimated grade to be assigned to the player for the purposes of the competition and providing the Grader with any available evidence of the player's strength.

9.6.3 If the Grader feels unable to assign an estimated grade, the player will be treated as though graded 100.

9.6.4 The Grader may give or alter an estimated grade at any later stage of the competition in the light of further information about a player's strength.

9.6.5 A player who has an ECF A-E grade of below 50 will be as though graded 50.

9.7 Results

- 9.7.1 A team with an average grade at least 80 points higher than that of the opposing team must score 6-0 to win the match.
- 9.7.2 A team with an average grade at least 50 points higher but less than 80 points higher than that of the opposing team must score at least 5.5-0.5 to win the match.
- 9.7.3 A team with an average grade at least 35 points higher but less than 50 points higher than that of the opposing team must score at least 5-1 to win the match.
- 9.7.4 A team with an average grade at least 25 points higher but less than 35 points higher than that of the opposing team must score at least 4.5-1.5 to win the match.
- 9.7.5 A team with an average grade at least 15 points higher but less than 25 points higher than that of the opposing team must score at least 4-2 to win the match.
- 9.7.6 A team with an average grade at least 5 points higher but less than 15 points higher than that of the opposing team need only score 3.5-2.5 to win the match.
- 9.7.7 In all these cases, if the team with the higher average grade fails to reach the specified winning score, the team with the lower average grade wins the match.
- 9.7.8 In matches between teams differing in average grade by less than 5 points, a team scoring at least 3.5 points is the winner of the match. Should such a match be tied 3-3, board count will be used to decide the result. If the match is still tied, the result will be decided by eliminating the bottom board, then (if necessary) the fifth, etc. Should all the games in the match be drawn, the team with the lower average grade will win. If the average grades of the teams are identical, the away team will win.

9.8 Match Rules

- 9.8.1 Teams must be arranged at least approximately in descending order of current playing strength. In particular, team order must follow ECF A-E grades (or the grades assigned for the competition by the OCA Grader) within ten points. (For example, a player graded 136 may play below a player graded 126, but not below one graded 125.)
- 9.8.2 Team captains are to have their team order, each team member's (actual or estimated) grade, and the average grade of their team ready to exchange as soon as both captains are present. The home team must show this first to the away team. The captains will then work out the match handicap and announce it to both teams before play starts.
If a default subsequently requires a change in the match handicap in accordance with Rule 9.8.4 (ii) below, the procedure laid down there will be followed.
- 9.8.3 Captains will toss for colours at each match after the exchange of teams.
- 9.8.4 (i) A team captain who, at the time when team details are exchanged with the opposing captain, is aware of being unable to field a full team may not name a missing player on the match card; any game or games defaulted must be from the bottom board upwards.

(ii) If, at the time when team details are exchanged with the opposing captain, a player is expected by his or her captain to be coming and is listed on the match card but fails to turn up and loses by default after 30 minutes, that team's average grade will then be determined by whichever measure yields the higher average: the original average grade as stated on the match card before the match starts and agreed by the captains, or the average grade of the players who actually play. In such a case, the captain of the incomplete team is responsible for correctly recalculating the average grade and (if necessary) the changed handicap as soon as possible after the default is confirmed and presenting it to the opposing captain. If a change in the handicap is required, the captains may ask players to pause or stop their clocks for the few seconds required to announce the new handicap.