

Welcome to Raburn Rules

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Contact Info

Message @Sengdao on chess.com or use the #help channel on the Raburn Discord server with any questions and/or concerns

Important Links

[Chess.com](#)

[Claim forfeit](#)

[Discord](#)

[Registration](#)

Standings (TBA)

[Submit results](#)

Our Community Pledge

Our vision sets our commitment to run the Raburn Series Premier League to the *highest possible standards*.

We strive to conduct the league with utmost good-faith and honesty, to embrace disciplinary procedures which uphold Chess.com Fair Play directives, to present penalties which are fair and realistic, and to ensure the compliance of the Rules at all times. No cheating, harassment, bullying, racism, spamming, R-rated content, or any form of toxicity will be permitted.

To do so, we will give our players the chance to immerse themselves in a positive environment and community that preserves team values and one that brings the Illinois High School Association Chess experience to online accessibility.

The League Format

There will be one team match per week scheduled flexibly between team captains to accommodate for players. Matches will be held in a 15+10 time control. There will be a 10-week regular season and a 4-week post season.

Board Format

Each team fields 8 boards each match weighted 12 points incrementing down by 1 every board until 5 points. A team's board 1 will play the opposing team's board 1, b2 vs. b2, b3 vs. b3... all the way up to board 8. A draw on any board splits the points between teams. In total, there are 68 points up for grabs. 34.5 points wins a team match and 34.0 points guarantees at least a team draw.

The side assigned White receives the white pieces on boards 1, 3, 6, and 8. The side assigned Black receives the black pieces on boards 2, 4, 5, and 7.

2 Rolling Croissant Rockets	29 (3.5)	Table 1	39 (4.5)	1 Farmer Ferrell's Fantastic Five
@1e41-O (W)	6	1	6	(B) @NaziPaiki
@sengdaonumber2 (B)	0	2	11	(W) @Herman-NY
@OldTakesExposed (W)	10	3	0	(B) @DanSmithHolla
@SuperSamraat (B)	0	4	9	(W) @Timex89
@Sengdao (B)	0	5	8	(W) @quietstormnf
@jdfam7 (W)	7	6	0	(B) @MastrBlastr
@jphillips (B)	6	7	0	(W) @aseid28
@Le_Mer (W)	0	8	5	(B) @chipchucker5

Example scorecard.

There are two stages to the league: the regular season and the postseason. Each stage will be addressed separately.

Regular Season

The regular season format is a single round-robin tournament in which all teams play all other teams for a 10-week duration. Every team win, team draw, and team loss is awarded 1 point, 0.5 points, and 0 points, respectively. At the end of the round-robin, the top 3 teams in the points category will move on to the Ropes whereas the rest of the teams will play for 2nd Runner-up in the Consolation Bracket.

Tiebreaks will be as follows in order of most to least importance: head-to-head, point differential, and average team CAPS score.

Postseason

The postseason format is a 4-week single elimination dual tournament with two brackets: the Ropes (Championship Bracket) and the Consolation Bracket. The Ropes will consist of the top 3 teams from the regular season. The Consolation Bracket will consist of the other 7 teams.

Teams that qualify for the Ropes are guaranteed at least a 3rd place finish. The first round of the Ropes will be a match between the 2nd and the 3rd seed. The winner of this matchup will then play the 1st seed for the Superboat title.

#2 vs. #3 - *The Silver Bowl*

Teams that enter the Consolation Bracket will first participate in a play-in bowl stage. A unique bowl game between the bye seeds of both brackets, 1st and 4th place, will be featured as well which will only count for bragging rights. The matchups are as follows:

#1 vs. #4 - *The Four Horsemen Bowl*

#5 vs. #6 - *The Illinois Bowl*

#7 vs. #8 - The *Midwest Bowl*

#9 vs. #10 - The *Bean Bowl*

The winner of the *Bean Bowl* will play the 4th seed and the winners of the two other bowls will face off. From there, the winners of those two previously mentioned matches will play for 3rd Runner-up.

In case of a 34-34 tie in the postseason, there will be a blitz playoff between all boards in a 5 minute 3 second increment time control.

Team Regulations

Each team has one captain and one vice-captain who is expected to take over in the case that the captain is occupied for a period of time during the season.

All team rosters require a minimum of 8 players. The max roster size is 12 players. The top 8-rated players on the team in Chess.com blitz (August 1st rating) must have a maximum weighted average rating of 2100.00 based on the following formula:

sum of #1's rating*12, #2's rating*11, #3's rating*10, #4's rating*9, #5's rating*8, #6's rating*7, #7's rating*6, #8's rating*5
divided by 68

Player Regulations

All players must have at least 21 blitz games played in the period 1 year prior to registration. If a player does not have an August 1st rating, the rating taken will be the blitz rating after the 21st game is played.

Strength Order

All teams at registration must state the strength order for the players on their roster. Strength order is a sorted list of the eligible players, ranked

by playing strength. Any number of substitutions may be made from week to week but the players must always be seated in strength order.

For example, at the beginning of the season, each captain labels their players 1 to 12 in strength order from strongest to weakest. Let's say a captain wants to give their main board 1 a break and field the lineup: 2, 4, 5, 3, 6, 8, 12. In this current proposed scenario, strength order is not followed because the #3 player is put on a board lower than the #4 and #5 players. To fix this, move the #3 player in front of the #4 player. The resulting legal lineup would then be: 2, 3, 4, 5, 6, 8, 12.

Rosters are final after registration. No changes can be made.

Responsibilities of Captains

A captain of a team will be responsible for the following:

- Registering the team and setting the strength order to be used for the entirety of the season
- Establishing a way for players to communicate and create a positive community (a Discord group chat is highly recommended)
- Collect time availabilities from every player each week by form
- Submitting a team lineup by 11:59pm CT Wednesday every match week
- Making a substantial effort to negotiate each board by 11:59pm CT Thursday every match week
- Finalizing scheduled match times by 11:59pm CT Friday every match week, messaging them to the designated negotiations channel on the Raburn Discord server

Negotiating match times for the team is the crux of being a great captain. Captains will communicate with the opposing team's captain in a match week to discuss times their teams can play at. This should be

done at the match's designated Discord negotiation channel, links to them being sent out a day before the start of the match week.

Only captains will be allowed to post on these channels unless a captain designates specific players to be able to negotiate for themselves for a week.

Captains should start off negotiations by offering one of the two preset times for their teams and/or the designated times their players highlighted in the weekly availability form. All times offered must be stated in U.S. Central Time. Those preset times are:

- Friday 7pm CT
- Saturday 11am CT

If this is not possible, captains continue negotiating and offering other times their players can play at. This should be a last resort and coming into the league, all players should be ready to play in at least one of the preset times for most of the season.

Captains should remind their players before the start of a week to submit the weekly availability form. This info will be messaged to each captain individually.

Responsibilities of Players

Players are responsible for informing their captains of their availability for a match week weekly by the unique team form given by their captains. Each player must give at least 3 distinct time ranges (2+ hours long) on at least 2 separate days. Additionally, they should ensure a smooth playing experience by checking the color that they are playing on if on the lineup, message the opponent that they are ready, and feel free to invite teammates to come and support. They should finally ensure that the

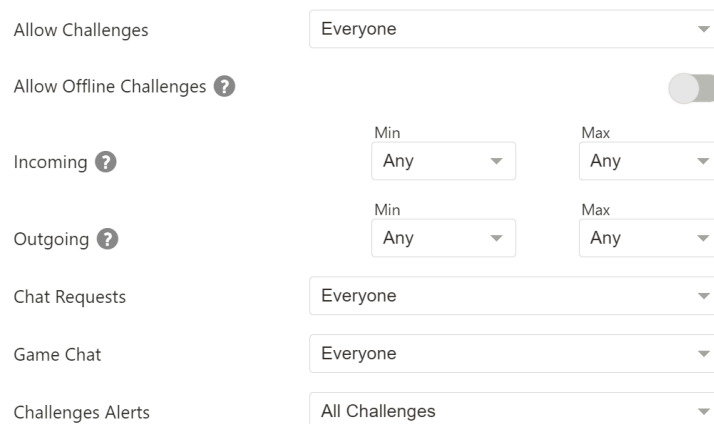
game is rated and is at a 15+10 time control. Black always should send the challenge and submit the result to the Results form.

All players should join the Raburn Discord server to keep up to date with negotiations by board and take full advantage of the opportunities available to make community and new chess friends! The link invite is: <https://discord.com/invite/GBbj9f4>

If a captain delegates a player to negotiate on the #negotiations channel, it is a player's responsibility to utilize the channel to their best ability in order to schedule a match time. They should check the schedules spreadsheet to see their opponent's available times for this week and follow the guidelines captains do when deciding a time: first offering the preset times if possible, and then alternatives.

Players will not be allowed to reschedule times unless their opponent agrees to do so. If their opponent does not, the previously agreed time stands.

All players should make sure their match settings are set to open to all. Feel free to copy these settings provided in the screenshot below after navigating to chess.com/settings/live.



A screenshot of the Chess.com match settings interface. The settings are as follows:

Setting	Value
Allow Challenges	Everyone
Allow Offline Challenges	Off (toggle)
Incoming	Min: Any, Max: Any
Outgoing	Min: Any, Max: Any
Chat Requests	Everyone
Game Chat	Everyone
Challenges Alerts	All Challenges

Screenshot Guide

See selecthub.com/resources/how-to-take-a-screenshot for more info on taking a screenshot.

Addressing Forfeiture Occurrences

Not showing by 15 minutes after the scheduled match time is a forfeiture. There is no re-negotiation process.

Claiming Forfeits

In order to claim a win by forfeit, the claiming player (or representative) should use the forfeit claim form to upload screenshot evidence of no answer while sending the challenge (time, rapid vs. X) if they have the black pieces or a screenshot including the time and their opponent offline if they have the white pieces, as well as attempted contact on Chess.com through messages or chat. This claim should be started right at the 15 minute mark.

If a player would like to appeal a no-show and can prove they were online, they should use the forfeit claim form to upload screenshot evidence of being online as well as attempted contact on Chess.com through messages or chat.

If a player no-shows for a second time, they will be barred from playing in the next match week.

If a player no-shows for a third time, they will be disqualified from further playing in the league.

If a board matchup time is not finalized by the deadline of 11:59pm CT Friday, the result will be decided by the scenarios:

- If a player does not make a reasonable effort to find a time, the match will be forfeited at the Radmins' discretion
- If both players do not make a reasonable effort to find a time, both will forfeit with a 0-0 score
- If after making a reasonable effort, the two players still haven't found a scheduled time, the Radmins will discuss the idea of awarding a match draw

All forfeitures due to an unfinalized scheduled match will disqualify the forfeited player from playing in the next week.

If a player has an unscheduled match but was given the win or draw, they will be allowed to play the next week.

Penalties

A lineup submitted failing to follow strength order a certain matchweek will be replaced with the last submitted valid lineup from a previous match week. If no lineup was submitted beforehand, the lineup will be replaced with the bottom 8 players of a team in strength order.

Stacking, or the act of sending a faulty strength order in order to have stronger players on lower boards, is forbidden and will result in a team disqualification if caught.

Matches that are not held at a 15+10 time control or are unrated must be replayed if at the loser's or drawer's request. Left unplayed, the match is declared a draw. Any intentional declining of a challenge in order to hold the match in an invalid time control and/or unrated setting will result in a forfeiture.

Awards

The top team in the regular season will be awarded the Premier League title. The top team in The Ropes will be awarded the Superboat VI title.

The 2nd place and 3rd place teams in the Championship Bracket will be recognized as Runner-ups and 2nd Runner-ups, respectively. The winner of the Consolation Bracket will be recognized as the 3rd Runner-up.

A special edition of awards called The Golden Awards will be awarded to the top 3 players (gold, silver, bronze) in certain categories from the regular season min. 4 games played including:

Individual Awards

- Golden Axe | Player with the most wins
- Golden Glove | Player with the most draws
- Golden Fish | Player with most accurate by CAPS
- Golden Game | Player with best brilliancy by vote
- Golden Escalator | Most improved player by rapid
- Golden Milkshake | Most sportsmanlike player by vote
- Golden Camera | Best involved in community player by vote
- Golden Flag | Best team captain by vote

Team Awards

- Golden Wall | Team with least amount of forfeits
- Golden School | Team with most accurate by CAPS
- Golden Milkshakes | Most sportsmanlike team by vote

Furthermore, in the Bye Week after Week 8 of the regular season, a 1st and 2nd All-Star team will be named, the top 2 competitors from all 12 boards. The top scorer from the regular season and from the Superboat VI finals will be awarded with MVP and Finals MVP, respectively.

Future Rule Changes

Raburn administrators reserve the right to add and modify the rules whenever necessary to ensure a smooth league experience.

Schedule

Early Registration Opens - 8/12/2021

Late Registration Opens - 9/3/2021

Team Registration Due - 9/17/2021

Week 1 - September 27th

Week 2 - October 4th

Week 3 - October 11th

Week 4 - October 18th

Week 5 - October 25th

Week 6 - November 1st

Week 7 - November 8th

Week 8 - November 15th

Bye Week - November 22nd - 28th

Week 9 - November 29th

Bowl Week - December 6th

Semifinals - December 13th

Christmas Break - December 20th - January 2nd

Championship Week - January 3rd