

Guide for Participants in the UKBGF Online League and Tournament

Table of Contents

Introduction	1
How to Submit Your Results	1
Logging in	1
Submitting a League result	3
Submitting a Tournament result.....	6
About the League.....	7
League structure	7
Promotion and Relegation	7
The league table.....	8
Ranking of results.....	8

Introduction

Welcome to the UKBGF Online League and Tournament! This guide tells how to submit your results, and gives a little information about the mechanics of the League.

How to Submit Your Results

Either player in a league or tournament match can submit the result of a match, however, the winner has the responsibility to ensure that this has been done.

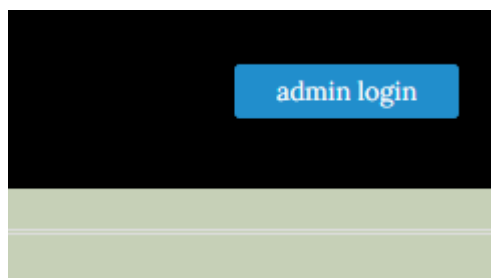
Logging in

The league and tournament are hosted in the UKBGF section of the Online Ratings site:

<https://online-results.ukbgf.com/ukbgf>

Anyone can view the tournament and league, but in order to submit results, you must first log into the site. Note that this is a separate site from the ukbgf.com main site (although you use the same password).

Click the login button in the top right corner of any page of the site to log in:



Log in using your email address (as registered with the UKBGF) as your username, and your ukbgf.com password. If you have lost your ukbgf.com password, visit

<https://ukbgf.com/wp-login.php?action=lostpassword>

to use the self-service password reset process for the UKBGF main site.

Note for TDs and others who already have a login on the results site: your usual login credentials will not allow you to post UKBGF results. If you already have access to the site, please log out first, and log in again with username `ukbgf/your email address`, and your ukbgf.com password.

When you are logged in, the login button will change to indicate this:



You should verify that your name is followed by "(UKBGF)". If it isn't, log out and try these steps again.

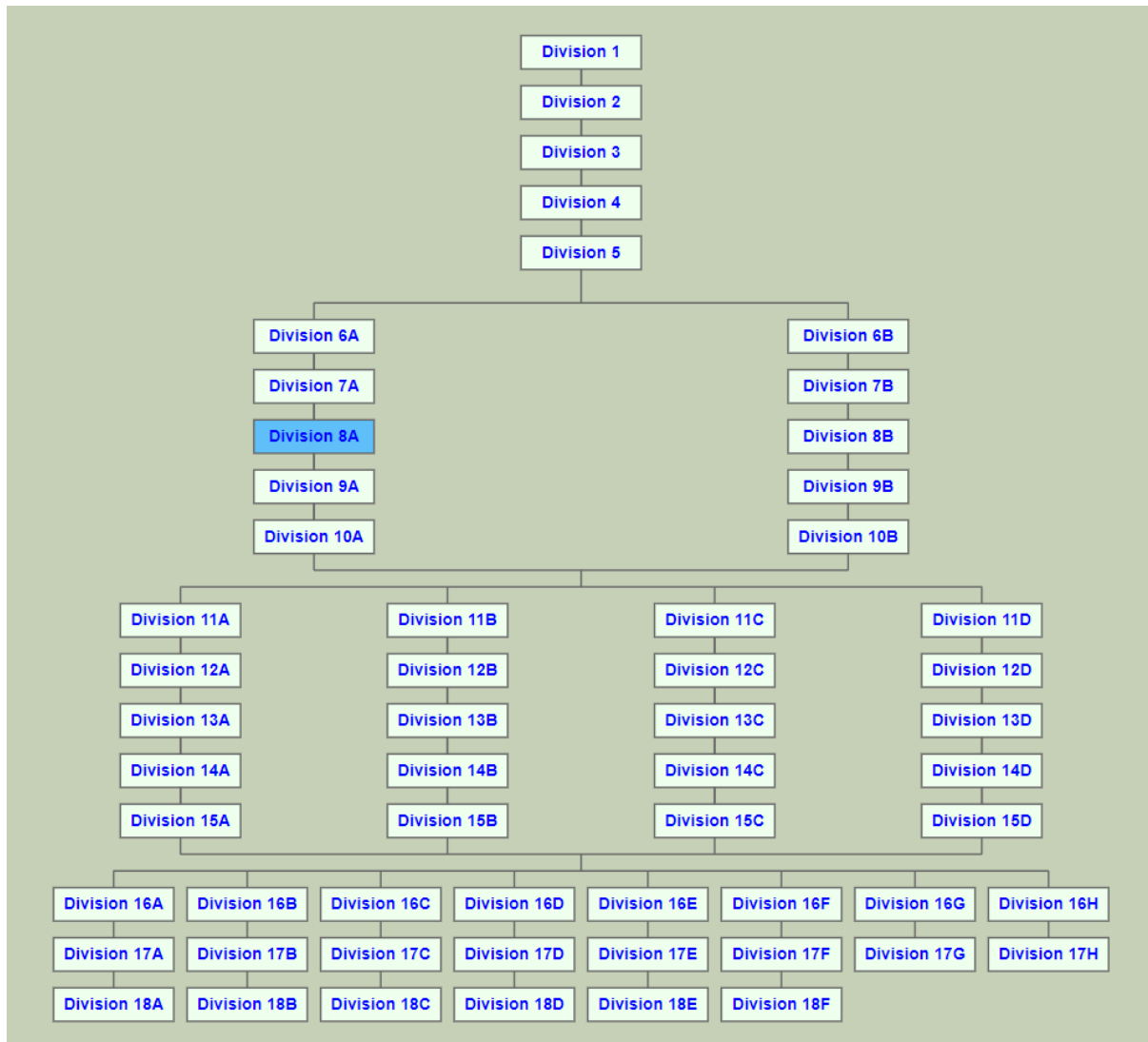
Submitting a League result

First, log in.

The league resides at

<https://online-results.ukbgf.com/ukbgf/ileagues>

At the top of this page is a diagram of the league structure. You can click any of the divisions to be taken to the league table and results for that division. If you are logged in, the division that you are in is highlighted:








Click the link to go to your division. Your matches are highlighted:

Division 8A (each result 1 match to 11 points)

League table

Pos.		Pld.	W	L	Points	GP F	GP A	GPD
1	Neculai Axinte	0	0	0	0	0	0	0
2	Tad Collins	0	0	0	0	0	0	0
3	George Jacobs	0	0	0	0	0	0	0
4	Tony Lezard	0	0	0	0	0	0	0
5	Nick Sandqvist	0	0	0	0	0	0	0
6	Richard Furborough	0	0	0	0	0	0	0

Diary view **Grid view**

	<u>Richard Furborough</u>	<u>Nick Sandqvist</u>	<u>Tony Lezard</u>	<u>Tad Collins</u>	<u>Neculai Axinte</u>	<u>George Jacobs</u>
<u>Richard Furborough</u>						
<u>Nick Sandqvist</u>						
<u>Tony Lezard</u>						
<u>Tad Collins</u>						
<u>Neculai Axinte</u>						
<u>George Jacobs</u>						

Click the pencil icon in the corner of cell representing the match you just played. A result entry dialog will appear:

The screenshot shows a dialog box titled "Fixture Results" with a close button in the top right corner. The main heading is "National Online Jan-Mar 2021". Below this is a grey bar with the text "Division 8A". A paragraph states "A fixture comprises 1 match to 11 points." followed by "Your scores are on the left." Below that is a text input field for "Match date:" containing "2021-01-08".

Match No	Tony Lezard	George Jacobs
1	<input type="text" value="0"/>	<input type="text" value="0"/>
Matches:	0	0
Game Points:	0	0

At the bottom of the dialog, there is a checked checkbox labeled "Notify participants of this score update by email". Two buttons, "Add results" and "Close", are located at the bottom right of the dialog.

Enter 11 for the winner's score, and the number of games that the loser managed to win for their score. This information is important because it is used to break league ties. It is not used for any other purpose and does not contribute to their (or your) rating.

You should double-check the numbers before clicking the "Add results" button because you cannot correct mistakes. (Contact a TD to request a correction.) Note that adding a result will cause an email to be sent to both participants informing them of this.

When a result is submitted, the grid cell and the players' rows in the division table will briefly flash green to indicate the update was successful. Your online ratings are also updated automatically.

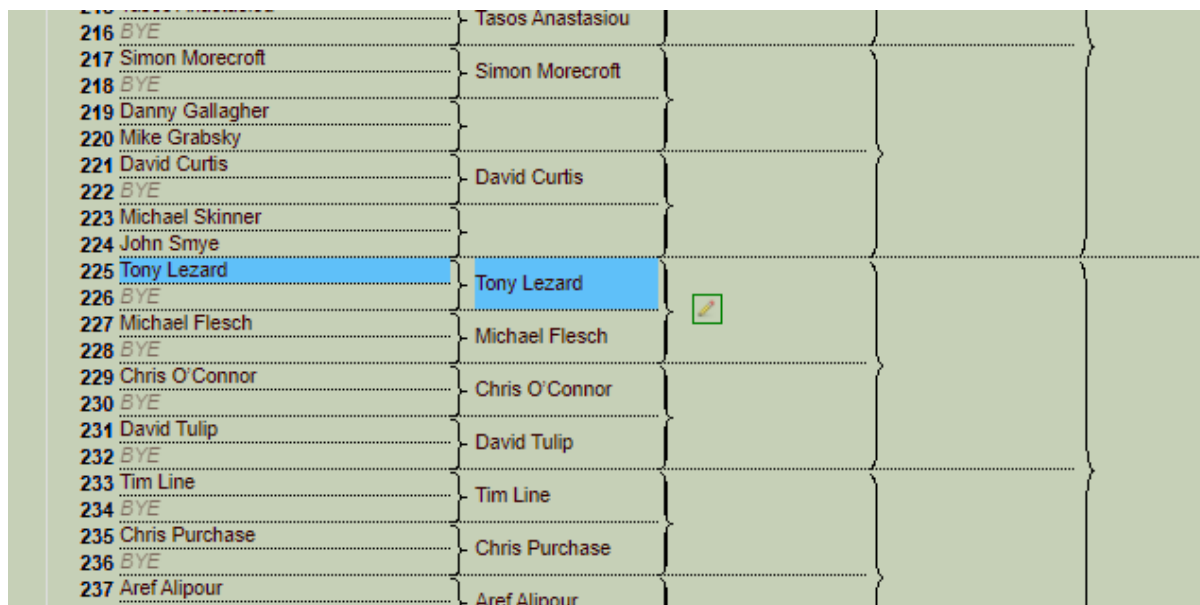
Submitting a Tournament result

First, log in.

Because of the size of the tournament, the draw has been split into two halves. The winners of each half will face each other in a grand final. Links to the two halves of the draw are at

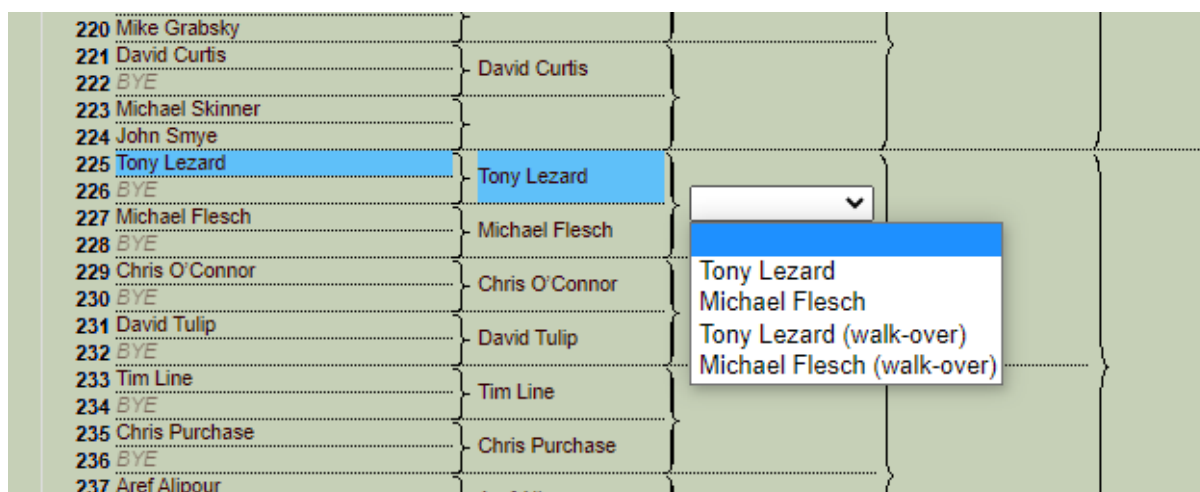
<https://online-results.ukbgf.com/ukbgf/tmanager>

You're just going to have to look and see which half you have been drawn into, but you are advised to do so after logging in, because, as with the league, your name is highlighted:



216	BYE	Tasos Anastasiou		
217	Simon Morecroft	Simon Morecroft		
218	BYE			
219	Danny Gallagher			
220	Mike Grabsky			
221	David Curtis	David Curtis		
222	BYE			
223	Michael Skinner			
224	John Smye			
225	Tony Lezard	Tony Lezard		
226	BYE			
227	Michael Flesch	Michael Flesch		
228	BYE			
229	Chris O'Connor	Chris O'Connor		
230	BYE			
231	David Tulip	David Tulip		
232	BYE			
233	Tim Line	Tim Line		
234	BYE			
235	Chris Purchase	Chris Purchase		
236	BYE			
237	Aref Alipour	Aref Alipour		

(This image is not of the actual tournament draw.) To post a result, click the pencil in the green box. A drop-down list appears:



220	Mike Grabsky			
221	David Curtis	David Curtis		
222	BYE			
223	Michael Skinner			
224	John Smye			
225	Tony Lezard	Tony Lezard		
226	BYE			
227	Michael Flesch	Michael Flesch		
228	BYE			
229	Chris O'Connor	Chris O'Connor		
230	BYE			
231	David Tulip	David Tulip		
232	BYE			
233	Tim Line	Tim Line		
234	BYE			
235	Chris Purchase	Chris Purchase		
236	BYE			
237	Aref Alipour	Aref Alipour		

Select the winner of the event, and whether it was a played match, or you were given a walk-over.

Be very careful to get this right first time, because the result is committed and emails are sent as soon as you make your selection.

Unlike in the league, the trailer's score is of no relevance and is not asked for. An email will be automatically sent to both participants when the result is entered. If the result in the adjacent

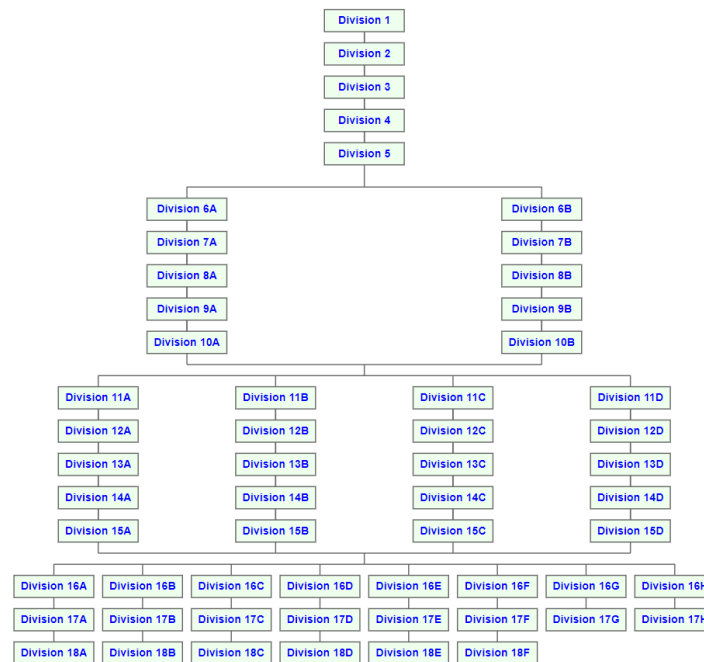
bracket has been posted (meaning that we know who the winner is due to play), they will be copied into the email message, so that they can schedule their match in the next round.

About the League

The first season of the League contains 342 players, divided into 57 divisions of 6 players.

League structure

Because there are so many divisions, a four-tiered pyramid structure has been adopted, which shortens the time required to rise from the bottom of the table to the top:



The top three tiers will always contain 5 divisions. If we exceed 5 divisions in the bottom tier we may expand to a 5th tier, but this has not been decided.

The league was initially populated in order of live ratings as of 1st January 2021, with ties broken by the order in which players signed up to the league. Places in divisions in the same horizontal row were filled one place at a time, working across the row.

Promotion and Relegation

Each season is three months long. At the end of each season, the top two players go up a division and the bottom two go down. However, at the top of a tier, only the division winner goes up, because there isn't room in the narrower tier above for both to ascend.

Furthermore, when a player traverses a tier boundary, in either direction and for any reason, the division they arrive at is randomised across the row, to increase the mix of players they might face. Thus for example, the winner of Division 11C has a 50:50 chance of finding themselves in Division 10A or 10B at the start of the next season.

As each new season begins, promotions and relegations are carried out first. If someone has chosen to leave the league, they will be removed from the table, and the third-place player in the division below will be promoted to maintain six players per division. These promotions will ripple down

through the divisions to the bottom of the table, with a randomly chosen 2rd-place player being selected to progress through a tier boundary.

New players joining the league will be added at the bottom of the table. Players in the lowest divisions of the table may be redistributed to balance the divisions.

This is the baseline procedure, but the Tournament Directors retain discretion to deviate from it, for example to apply penalties for failure to play all matches.

The league table

The league table shows the rank of each player in the division, along with:

- The number of matches played
- The number of wins and losses
- Points awarded as a result of those matches: 3 for a win or 1 for a loss
- The number of Game Points accumulated for and against that player
 - E.g. if someone has played a single match and won it 11-8, they have accrued 11 game points for, and 8 game points against, while their opponent has the same values in the opposite order
- The Game Point Difference (GPD) – the difference between the above two values

Pos.		Pld.	W	L	Points	GP F	GP A	GPD
1	Mike Grabsky	0	0	0	0	0	0	0
2	Andrew Selby	0	0	0	0	0	0	0
3	Brian Lever	0	0	0	0	0	0	0
4	Simon Barget	0	0	0	0	0	0	0
5	Raj Jansari	0	0	0	0	0	0	0
6	Sebastian Wilkinson	0	0	0	0	0	0	0

Also shown on the table is a green promotion line two down from the top of the table (only one down at the top of a tier, and of course absent in Division 1), and a red relegation line two up from the bottom of the table (except in the 8 divisions at the bottom of the table).

Ranking of results

As mentioned above, you score 3 points for a win and 1 for a loss. An unplayed match scores zero points. You are NOT allowed to concede a walk-over in the league: please play ALL of your matches, or none of them.

The players in a division are ranked as follows. (Note: the ranking algorithm may may be reviewed for future seasons.)

1. Points scored
2. If tied on points, Game Points Difference (GPD) is used
3. If tied on GPD as well, ties are broken by the head-to-head result
4. If still tied (e.g. no head-to-head match yet or cycle of results like A beats B beats C beats A), then head-to-head GPD is used
5. Finally, the online rating at the start of the season is used
6. At this point, the players are truly tied and are displayed as such. If a promotion/relegation decision is required at the end of the season, a coin will be flipped.