

Illustrative Operational Processes for British Clubs League, including Formation of Divisions

These processes are supplementary to the British Clubs League Regulations (comprising BCL-LG, BCL-LY, BCL-SG, BCL-LV & BCL-LW), and this document exists for the purposes of guidance, consistency and transparency. British League utilises the [TT Leagues online fixtures/ results platform](#)



Youth British Clubs League (Youth BCL)	Senior British Clubs League (Senior BCL)	Veterans British Clubs League (Veterans BCL)	Women's British Clubs League (Women's BCL)
<i>Please note this section refers to the national weekend structure (formerly Junior British League)</i> Structure <u>Boy's</u>: Linear <u>Girl's</u>: Linear Fixtures take place over 2 national weekend events hosted in England. Standard Divisions The standard divisional size will be 6 teams, playing 10 fixtures. Divisions of 8, playing 10 fixtures, may be created at the discretion of the BCL Committee, based on entry numbers. It may not be possible to accommodate/ accept all entries. Population of League Divisions and the draw matrix will be populated contiguously based on the aggregated Junior rating of the highest-rated 3 players (see BCL-LY 2.1) As from Season 25/26, the aggregated ranking process will additionally incorporate factors related to i) previous season finishing position, ii) Premier/ Associate/ Registered* club	Structure Pyramid: Premier > Championship > Tier A (2 divisions) > Tier B (4 divisions) > Tier C (= < 8 divisions) All divisions shall take place over a number of hosted divisional weekend events, typically hosted in England, and with venues typically consisting of one or two divisions each. Tier D will be created on the same principles if demand warrants. Standard Divisions The Premier division shall typically be 8 teams, playing 14 fixtures over 3.5 weekends. The Championship shall be 10 teams playing 18 fixtures over 4.5 weekends. The standard divisional size for Tiers A-C will be 8 teams, playing 14 fixtures over 3.5 weekends. A Premier division of 6 or 7 teams, and divisions of 6 teams in Tier C, may be created at the discretion of the BCL Committee, based on entry numbers. It may not be possible to accommodate/ accept all entries. Population of League Promotion/ relegation shall be applied as per the SBCL regulations, noting that promotion to the Premier division – and consequently the respective relegation from the Premier division may not necessarily be enforced depending on the specifics.	Structure <u>Men's</u>: Parallel twin linear, with single Premier <u>Women's</u>: Linear Fixtures take place over 2 national weekend events hosted in England. Standard Divisions The standard divisional size will be 6 teams, playing 10 fixtures. Divisions of 8, playing 10 fixtures, may be created at the discretion of the BCL Committee, based on entry numbers. It may not be possible to accommodate/ accept all entries. Population of League Promotion/ relegation shall be applied as per the VBCL regulations. In the men's structure, this will be applied linearly with the following exceptions: * 5th and 6th in Premier to 1st in 1A or 1B on a random basis * 1st in 1A and 1B to 5th and 6th in Premier on a random basis * 3rd in 1A to 1B; 3rd in 1B to 1A * 6th in 1A to 2B; 6th in 1B to 2A * 2nd in 2A to 1B; 2nd in 2B to 1A * 4th in 2A to 2B; 4th in 2B to 2A * 6th in 2A to 3B; 6th in 2B to 3A * 2nd in 3A to 2B; 2nd in 3B to 2A	Structure Linear, with scope to become parallel twin linear with single Premier, depending on size Fixtures take place over 2 national weekend events hosted in England. Standard Divisions The standard divisional size will be 6 teams, playing 10 fixtures. Divisions of 8, playing 10 fixtures, may be created at the discretion of the BCL Committee, based on entry numbers. It may not be possible to accommodate/ accept all entries. Population of League Promotion/ relegation shall be applied as per the WBCL regulations. If the structure changes to parallel twin linear with single Premier, due to increasing size, then then please refer to the Men's structure of VeteransBCL for additional specifics relating to promotion/ relegation. Teams relegated from Divisions above shall occupy the highest position(s) in the Divisional draw matrix. Teams promoted from Divisions below shall

status, iii) 1st team entry, and iv) player retention from the previous season, as follows: i. 250 points to be scaled and applied in equal increments between top and bottom finishing teams from previous season; two-place +/- increment to be applied to teams finishing in the top/ bottom position in each division in the previous season ii. +100pts for Premier affiliated clubs; +50pts for Associate affiliated clubs* iii. +100pts for the 1st team from each Club iv. +50pts for teams registering at entry 2 or more players who competed in the previous season Please see Appendix E for a worked example. There shall be no more than one team from the same club in any division, save for the bottom division if required. Where there are two or more teams from the same club in the same division they shall play each other in the first rounds of each weekend. If a club has multiple teams, and the promotion/ relegation applied to those teams means that they appear out of sequential order, then the naming conventions for those teams will be amended to reflect their relative positions in the league.	The SBCL Committee will allocate places to teams in Divisions A-C at its discretion on an overall best-fit geographical basis, dependent on host venues. Specific requests cannot be accommodated. Teams relegated from Divisions above shall occupy the highest position(s) in the Divisional draw matrix. Teams promoted from Divisions below shall occupy the lowest position(s). Teams neither promoted or relegated shall be ordered as per their finishing positions in the previous season. If a club has multiple teams, and the promotion/ relegation applied to those teams means that they appear out of sequential order, then the naming conventions for those teams will be amended to reflect their relative positions in the league. Vacant positions and Withdrawals from previous season Notwithstanding the above, vacancies created by unequal numbers of promoted and relegated teams, and withdrawals from previous seasons, will typically be filled on a merit basis by additional teams promoted on a points/ game ratio. The Committee reserves the right to promote new or existing teams into vacated positions if they would otherwise be playing at a significantly lower level than their demonstrable strength. Fixtures - Premier Division The SBCL Committee shall devise an appropriate structure and fixture schedule, based on the number of teams and scheduled fixture dates. Fixtures in the 1st phase will be randomised excepting the Premier Division which will be seeded based on the previous years' finishing positions Fixtures - divisions of 8 teams	* 4th in 3A to 3B; 4th in 3B to 3A * 6th in 3A to 4B; 6th in 3B to 4A * 2nd in 4A to 3B; 2nd in 4B to 3A * 4th in 4A to 4B; 4th in 4B to 4A * 6th in 4A to 5B; 6th in 4B to 5A * 2nd in 5A to 4B; 2nd in 5B to 4A * 4th in 5A to 5B; 4th in 5B to 5A * where two or more teams from the same club appear in any division, such steps will be taken to keep them separate insofar as possible Teams relegated from Divisions above shall occupy the highest position(s) in the Divisional draw matrix. Teams promoted from Divisions below shall occupy the lowest position(s). Teams neither promoted or relegated shall be ordered as per their finishing positions in the previous season. If a club has multiple teams, and the promotion/ relegation applied to those teams means that they appear out of sequential order, then the naming conventions for those teams will be amended to reflect their relative positions in the league. Capacity If capacity at the venue(s) is reached, then priority will be given in the first instance to women's entries, for which all Divisions will be hosted at the main venue (until parity is reached in terms of gender quantities), and thereafter men's entries, for which Divisions may be hosted at a secondary venue (if used) Withdrawals from previous season	occupy the lowest position(s), excepting those teams finishing in a relegation position who retained their positions due to withdrawals (see <i>Withdrawals</i>). Teams neither promoted or relegated shall be ordered as per their finishing positions in the previous season. If a club has multiple teams, and the promotion/ relegation applied to those teams means that they appear out of sequential order, then the naming conventions for those teams will be amended to reflect their relative positions in the league. Withdrawals from previous season Notwithstanding the above, vacancies created by withdrawals from previous seasons will typically be filled in the first instance by suspending relegation of teams from that division, and thereafter on a merit basis by additional teams promoted on a points/ game ratio. The Committee reserves the right to promote new or existing teams into vacated positions if they would otherwise be playing at a significantly lower level than their demonstrable strength. Fixtures - divisions of 6 teams See <i>YBCL</i>. Additionally, where there are two or more teams from the same club in the same division they shall play each other in the first rounds of each weekend Fixtures - divisions of 8 teams
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Capacity If capacity at the venue(s) is reached, then priority will be given in the first instance to girl's entries, for which all Divisions will be hosted at the main venue (until parity is reached in terms of gender quantities), and thereafter boy's entries, for which Divisions may be hosted at a secondary venue (if used) Fixtures - divisions of 6 teams <u>Weekend #1 Fixtures (Matches 1-5)</u> Drawn using matrix (see Appendix A). Weekend #2 is also provisionally drawn at this stage, with H/A reversed from Weekend #1 fixtures. <u>Weekend #2 Fixtures (Matches 6-10)</u> Order of provisionally drawn fixtures to be revised using matrix, based on league positions following Weekend #1. This process shall be undertaken and updated on the fixtures website within 4 weeks of Weekend #1. Fixtures - divisions of 8 teams <u>Weekend #1 Fixtures (1-5)</u> Drawn using matrix (see Appendix B1). Matches 6 & 7 are also drawn at this stage. <u>Weekend #2 Fixtures (6-10)</u> Match 6 & 7 drawn as above. Matches 8-10 drawn following Match 7 (see	A full season of H and A fixtures will be drawn using matrix (Appendix B1) Fixtures - divisions of 10 teams A full season of H and A fixtures will be drawn using matrix (Appendix C) Fixtures - divisions of 6 teams A full season of H and A fixtures will be drawn using matrix (Appendix A) Table Allocation Divisions of 8 teams shall play across 4 designated tables for the duration of each weekend (or 5 tables for divisions of 10 teams). No team will play consecutive matches on the same table; teams will generally play across as many tables within the designated table group as possible Waiting List/ New Entries A Waiting List of teams registering an interest in entering SBCL will be maintained. Teams will be added to the waiting list in the order in which interest is registered. Teams will additionally be prioritised in the waiting list that is populated for Season 25/26 entries and after, in the following sequence: i) Premier affiliated clubs, ii) Associate affiliated clubs*, iii) Registered teams. Teams at the top of the waiting list will be invited to enter the lowest tier of the League based on availability. If a team on the Waiting List declines an invitation, they will be removed from the Waiting List and can re-register if they wish.	Notwithstanding the above, vacancies created by withdrawals from previous seasons will typically be filled on a merit basis by additional teams promoted on a points/ game ratio. The Committee reserves the right to promote new or existing teams into a vacated position if they would otherwise be playing at a significantly lower level than their demonstrable strength. Fixtures - divisions of 6 teams <i>See YBCL.</i> Additionally, where there are two or more teams from the same club in the same division they shall play each other in the first rounds of each weekend Fixtures - divisions of 8 teams <i>See YBCL.</i> Additionally, where there are two or more teams from the same club in the same division they shall play each other in the first rounds of each weekend Table Allocations As per YBCL, except designated tables for each division shall change on a daily basis. Waiting List/ New Entries A Waiting List of teams registering an interest in entering VBCL will be maintained. Teams will be added to the waiting list in the order in which interest is registered. Teams will additionally be prioritised in the waiting list that is populated for Season 25/26 entries and after, in the following sequence: i) Premier affiliated clubs, ii) Associate affiliated clubs*, iii) Registered teams.	<i>See YBCL.</i> Additionally, where there are two or more teams from the same club in the same division they shall play each other in the first rounds of each weekend Table Allocations As per YBCL Waiting List/ New Entries A Waiting List of teams registering an interest in entering WBCL will be maintained. Teams will be added to the waiting list in the order in which interest is registered. Teams at the top of the waiting list will be invited to enter the lowest tier of the League based on availability. If a team on the Waiting List declines an invitation, they will be removed from the Waiting List and can re-register if they wish. New entries and Teams relegated from the League may be added to the Waiting List in the order their request is received. Teams will additionally be prioritised in the waiting list that is populated for Season 25/26 entries and after, in the following sequence: i) Premier affiliated clubs, ii) Associate affiliated clubs*, iii) Registered teams. Migrating teams Teams wishing to migrate from one parent club to another pre-season, and
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Appendix B1), with H/A reversed as required. Table Allocations Divisions of 6 teams shall play across 3 designated tables for the duration of each weekend (or 4 tables for divisions of 8 teams). Tables will be allocated at referees discretion based on a variety of factors (venue layout, size of tables for certain divisions, lighting, impact of foot traffic, spectating positions etc) No team will play consecutive matches on the same table; teams will generally play across as many tables within the designated table group as possible.	New entries and Teams relegated from the League may be added to the Waiting List in the order their request is received. Migrating teams Teams wishing to migrate from one parent club to another pre-season, and in so doing maintain their existing league position, must apply for permission from the BCL Committee/ SBCL sub-Committee, which shall be granted at their discretion. As a minimum, the team must have the agreement of both clubs involved, demonstrate appropriate reasoning, and maintain at least two of the same registered players.	Teams at the top of the waiting list will be invited to enter the lowest tier of the League based on availability. If a team on the Waiting List declines an invitation, they will be removed from the Waiting List and can re-register if they wish. New entries and Teams relegated from the League may be added to the Waiting List in the order their request is received. Migrating teams Teams wishing to migrate from one parent club to another pre-season, and in so doing maintain their existing league position, must apply for permission from the BCL Committee/ VBCL sub-Committee, which shall be granted at their discretion. As a minimum, the team must have the agreement of both clubs involved, demonstrate appropriate reasoning, and maintain at least two of the same registered players.	in so doing maintain their existing league position, must apply for permission from the BCL Committee/ WBCL sub-Committee, which shall be granted at their discretion. As a minimum, the team must have the agreement of both clubs involved, demonstrate appropriate reasoning, and maintain at least two of the same registered players.
Cadet & Junior British Clubs League (Cadet/ Junior BCL)			
<i>Please note this section refers to the regional structure (formerly National Cadet & Junior Leagues)</i> Separate Illustrative Operational Processes can be seen on the TTE website			

* established/ developed Home Countries clubs will be treated as Associate affiliated clubs for this purpose, rather than Registered Teams

Please note that these processes do not constitute regulations and are offered as an illustration only

Dated: 27/01/21 updated 14/07/21 & 25/07/22, 27/06/23, July 2024 & May 2025

Appendix A: Draw Matrix for 6-team Divisions

<u>Team</u>	<u>Match 1/6</u>	<u>Match 2/7</u>	<u>Match 3/8</u>	<u>Match 4/9</u>	<u>Match 5/10</u>
1 plays	6(H)	5(A)	4(H)	3(A)	2(H)
2 plays	5(H)	4(A)	3(H)	6(H)	1(A)
3 plays	4(H)	6(A)	2(A)	1(H)	5(A)
4 plays	3(A)	2(H)	1(A)	5(H)	6(A)
5 plays	2(A)	1(H)	6(A)	4(A)	3(H)
6 plays	1(A)	3(H)	5(H)	2(A)	4(H)

Matches 6-10 have H/A reversed

Appendix B1: Draw Matrix for 8-team Division

For SBCL only: matches 8-14 have H/A reversed. In the Premier Division, matches 11-14 may additionally be reordered to maximise the likelihood of R14 producing championship or relegation -deciding matches

For YBCL/ VBCL/ WBCL only: teams play each other once, with matches 1-5 taking place on the first weekend and the remaining two (match 6 and 7) on the second weekend, after which, according to the league tables, each division is divided into top 4 and bottom 4, and in each mini-division teams will play each other once (matches 8-10), thus completing 5 matches for the second weekend. All scores will be carried forward from the main division to the mini divisions.

Team	Match 1	Match 2	Match 3	Match 4	Match 5	Match 6	Match 7
1 plays	8(H)	7(A)	6(H)	5(A)	4(H)	3(A)	2(H)
2 plays	7(H)	6(A)	5(H)	4(A)	3(H)	8(H)	1(A)
3 plays	6(H)	5(A)	4(H)	8(H)	2(A)	1(H)	7(A)
4 plays	5(H)	8(A)	3(A)	2(H)	1(A)	7(H)	6(A)
5 plays	4(A)	3(H)	2(A)	1(H)	7(A)	6(H)	8(A)
6 plays	3(A)	2(H)	1(A)	7(H)	8(A)	5(A)	4(H)
7 plays	2(A)	1(H)	8(A)	6(A)	5(H)	4(A)	3(H)
8 plays	1(A)	4(H)	7(H)	3(A)	6(H)	2(A)	5(H)

Appendix B2: Draw Matrix for Top/ Bottom split in 8-team Division (YBCL/ VBCL/ WBCL only)

Team	Match 8	Match 9	Match 10
1 plays	3	4	2
2 plays	4	3	1
3 plays	1	2	4
4 plays	2	1	3

Home or Away will depend on previous fixtures (see Appendix B1)

Please note: where a game in round 8 would be a duplicate of round 6 or 7, a manual amendment will be used to prevent Teams playing each other twice on the same day, if mathematically possible whilst still keeping 1v2 as key principle and final game. Where there are two teams or more from the same club in the same top/ bottom split, they shall play each other in the earliest rounds

Appendix C: Draw Matrix for 10-team Division (SBCL only)

Team	Match 1	Match 2	Match 3	Match 4	Match 5	Match 6	Match 7	Match 8	Match 9
1 plays	10(H)	9(A)	8(H)	7(A)	6(H)	5(A)	4(H)	3(A)	2(H)
2 plays	9(H)	8(A)	7(H)	6(A)	5(H)	4(A)	3(H)	10(H)	1(A)
3 plays	8(H)	7(A)	6(H)	5(A)	4(H)	10(H)	2(A)	1(H)	9(A)
4 plays	7(H)	6(A)	5(H)	10(H)	3(A)	2(H)	1(A)	9(H)	8(A)
5 plays	6(H)	10(A)	4(A)	3(H)	2(A)	1(H)	9(A)	8(H)	7(A)
6 plays	5(A)	4(H)	3(A)	2(H)	1(A)	9(H)	8(A)	7(H)	10(A)
7 plays	4(A)	3(H)	2(A)	1(H)	9(A)	8(H)	10(A)	6(A)	5(H)
8 plays	3(A)	2(H)	1(A)	9(H)	10(A)	7(A)	6(H)	5(A)	4(H)
9 plays	2(A)	1(H)	10(A)	8(A)	7(H)	6(A)	5(H)	4(A)	3(H)
10 plays	1(A)	5(H)	9(H)	4(A)	8(H)	3(A)	7(H)	2(A)	6(H)

Matches 10-18 have H/A reversed

Appendix D: Forfeits, Concedes and Walkovers

This details how forfeits, concedes and walkovers are applied in TT Leagues in respect of national league matches, including British League.

Forfeit Team applies when a team is unable to play (eg due to a breach of rules or under sanctions, fails to turn up, or cannot start the match for another reason). All individual matches for all players are awarded to the non-defaulting side 11-0, 11-0, 11-0. These results do not count for player rankings or averages. A team forfeit is applied by using the 'ghost' icon ('Forfeit Match') at the top right-hand side of the online matchcard.

Forfeit Player applies when an individual player is unable to play (eg due to a breach of rules or under sanctions) does not turn up or cannot start the match – all of those players' individual matches and games sets are awarded to the non-defaulting side 11-0, 11-0, 11-0. These results do not count for player rankings or averages. A forfeit is applied by using the 'ghost' icon ('Forfeit Player') where the relevant Player is named in the team on the online matchcard (this cannot be done if the player is already named)

Walkover applies when a player who starts a match is not able to play in one or more or all individual matches sets, for instance usually due to injury, illness or failure to turn up – the games in the individual match(es) ones not played in are awarded to the non-defaulting side 11-0, 11-0, 11-0. These results do not count for player rankings or averages. A walkover is applied for each relevant individual match in the online matchcard, by clicking on the player name in order to access the 'Scratch Set' menu.

Concede applies when a player starts an individual match set but is not able to complete it (usually due to injury) – the games that have been completed are recorded on the score sheet as recorded on the system, but all games from the point of concession are awarded to the non-defaulting player 11-0. These results count for player rankings and averages. A concession is applied for each relevant individual match in the online matchcard, by clicking on the player name in order to access the 'Scratch Set' menu.

Appendix E: Bonus Points in formation of YBCL Divisions

Using as an example:

Top value	250
Number of teams	54
Point increment for placings	4.6
+/- two-place increment for promotion/ relegation	9.2

Applied to previous season:

Boy's Division 1		Finishing Position	Promotion/ Relegation
Team			
1	Team Red	213.0	9.2
2	Team Blue	208.4	-
3	Team Green	203.8	-
4	Team Orange	199.2	-
5	Team Purple	194.5	-
6	Team Yellow	189.9	-9.2

Applied to formation of new season:

	Team	Total points of top3 rated players	Finishing bonus from previous season	Premier/ Associate/ Registered affiliation bonus	1st team bonus	2 Player retention bonus	Total
1	Team A	3428	236	100	100		3864
3	Team C	3306	195	50	100	50	3701
2	Team B	3318	222	50			3590
4	Team D	3084	208		100	50	3442
6	Team F	2838	195	100	100		3233
5	Team E	2839	148		100	50	3137