

These CoC's will apply to the 2024 SBU Scottish Cup and for subsequent years until replaced or amended.

1. The Event.

- 1.1. The Scottish Cup ("SC") is the SBU premier knockout teams-of-4 event, for SBU members. Thus, team members and substitutes must be paid-up SBU members for all dates on which they play.
- 1.2. Matches are scored by IMPS.
- 1.3. The SC is, in principle, face-to face, though early rounds may be played online if both teams agree.
- 1.4. The SC will run from April until late November or early December.
- 1.5. Early rounds will be played on dates agreed between team captains, but must be completed before the date specified for the round. The final will be held on a date specified by the SBU (probably early December), which will be announced before the final date for entries to the event.
- 1.6. It is a condition of entry that all members of each team are available for the final on the date specified. Players must agree to appear on vugraph in the final which may be BBO or RealBridge. If a player becomes unavailable for the final, it will usually be played on the date specified, with a substitute. Only in the event of unavoidable and serious circumstances will play on an alternative date be considered.
- 1.7. Entries, specifying Captain (including contact details) and three more team members, must be submitted by the closing date. The players listed will constitute the normal team members and will be expected to play in all later rounds unless a substitute is agreed for a specific match. The concept of starting with one team and finishing with another out of choice is not permitted.
- 1.8. There will be 4,6 or 8 seeded teams in the draw, depending on the number of entries. Seeds will be spread equally within the draw and will not meet before the quarter finals.
- 1.9. Early rounds will be 32 boards, the quarter and semi-finals 48 boards and the final 64 boards.
- 1.10. The Scottish Cup Plate is an event which all teams who lose before the quarter final may enter. All matches will be over 32 boards, and general conditions of contest are as for the Scottish Cup EXCEPT, all matches are online by default, BBO or Real Bridge (if a dispute, Real Bridge is default), until the Final which will be face to face.
- 1.11. A convenor will be appointed who will make the draw and advise team captains of their initial and ongoing opponents. The draw and match results will be shown on the SBU website.
- 1.12. For the 2024 SC, the final will be on the 14th December at a venue specified by the SBU.

2. Arranging matches

- 2.1. The draw will be made soon after the closing date for entries and posted on the SBU website. The first named team is the home team and must promptly contact the opposing captain and offer at least 3 dates, including at least one weekday and one weekend date. The home team has the right to play at their home venue, but may concede this right or agree a neutral venue if they wish. Venue costs, normally "Table money", will be shared. If at their home venue, the home team will normally provide basic refreshments, such as tea & coffee.
- 2.2. Captains must make every effort to play matches before the closing date specified for that round. Extensions may be granted for genuine reasons, but must be approved by the convenor.
- 2.3. Team captains should be co-operative and flexible in negotiating the match date. If no agreement can be reached, the convenor must be contacted and will resolve the matter. This could potentially extend to scratching a team should they be considered to be the principal reason for the problem.
- 2.4. If a team wishes to use a substitute, Conditions 4.1 & 4.2 below must be carefully followed.
- 2.5. If both team captains agree, matches before the semi-finals may be played online on RealBridge or BBO. The platform will default to RealBridge if captains cannot agree. The convenor will provide advice on how this can be arranged. If only one of the teams involved wishes to play on-line, the match will be held face-to-face at a place of the 'online' team's choosing.

- 2.6. If an away team venue is greater than 75 miles from the home team venue, and both teams want to play face to face, the away team may ask to play at a venue considered approximately midway. If captains cannot agree the “mid-way” venue, the Convenor should be consulted and will resolve the matter. All venue costs will be shared.
- 2.7. The SBU may choose to have a section of the draw for Highland teams in order to reduce travel. If so, the winner of the Highland group will join the main event at a suitable point, determined by the number of entries.

3. Playing matches

- 3.1. All matches prior to the quarter-finals will be over 32 boards, played in 2 sessions of 16. There will be a mandatory change of opponents after 16. The home team will move.
- 3.2. Quarter-finals and semi-finals will be over 48 boards, played in 4 sessions of 12.
- 3.3. The final will be over 64 boards, played in 4 sessions of 16 boards.
- 3.4. For matches of 4 sessions, there will be a mandatory change of opponents after each set. The home team will move after sessions 1 and 3 and the away team will move after session 2
- 3.5. All matches will normally be played over only one day. Any desire to deviate from this must be approved by the convenor.
- 3.6. Either captain may elect for a coin toss to win the right to decide the initial lineups but there is no option on the change of opponents after each set as specified above.
- 3.7. The matches will be scored byimps. In the event of a tie, 4 additional boards will be played. If a tie still exists, the aggregate totals of all boards played will decide the winner. If this still results in a tie, 2 additional boards will be played, with imps then aggregate deciding the winner.
If there is still a tie after 6 extra boards, the match will be decided on a coin toss, with the exception of the final where a tie on both imps and aggregate will result in the trophy being shared.
- 3.8. “Red” masterpoints will be awarded as specified in the masterpoints handbook.
- 3.9. In the event of a bridge related incident that would normally be dealt with by a Tournament Director, captains should refer the decision to a neutral player with TD experience, if available at the venue of play. Failing this captains may agree a ruling between themselves after play of the current session is completed. If neither of these is possible, a list of Referees who may be contacted by phone is available on the SBU website, under “Laws & Ethics”.
Every effort should be made to resolve the matter on the day of the match. Once a ruling has been given, there will be no avenue of appeal.
- 3.10. Play should be conducted at reasonable speed of not less than 8 boards an hour.
- 3.11. All pairs should have convention cards in approved SBU or WBF format. For semi-finals or the final, a captain may ask for these to be made available 48 hours before the match starting time.
- 3.12. The winning captain must submit the agreed result to the convenor by email no later than 48 hours after the match. This must include the margin, whether face-to-face or online and confirm the players who played in the winning team, mentioning any substitutes used.

4. Substitutes, withdrawal or late arrival

- 4.1. Any substitute used must clearly not be superior in ability to the player substituted. The convenor may rule on this with an absolute right to decide. The player must be a current member of the SBU and must not have entered or played in the event for any other team.
- 4.2. If a team requires a substitute the opposing captain must be informed as soon as the requirement for a substitute is known. If the opposing captain agrees, the substitute may be used, and the convenor must be informed at the latest when the result is submitted. Notwithstanding the opposing captain’s agreement, if the convenor decides that the requirements of section 4.1 have been breached, the offending team may be scratched from the event.
- 4.3. If a player withdraws during a match for an acceptable reason (some type of emergency), an acceptable substitute, immediately available, may be used with the agreement of the other captain. If no substitute can be found, the match will be terminated, and the convenor will decide whether

circumstances allow the match to be replayed or whether the team concerned must concede.

If a match is replayed, it will start from scratch with a 0-0 score.

- 4.4. Late arrival of up to 20 minutes will not result in a sanction. After this a match can be allowed to start up to 1 hour late if both captains agree. Normally lateness greater than 1 hour will result in the match being cancelled, in which case the convenor will rule whether a replay is allowed or whether the offending team is scratched. Opposing captains may agree to flex this condition.
5. Matters not covered specifically in these CoCs may be decided using other relevant SBU regulations, principles or precedents. Failing this SBU has the absolute right to resolve the matter as it sees fit.