

Scottish Bridge Union Online League

Conditions of Contest

Registration and Eligibility

All entrants must be members of the SBU at the time of registration and entries are welcomed from across the whole SBU membership.

Registrations will be accepted only via the form published on the SBU website.

Teams of up to eight members are invited to register. Any four players from the team list may play in any match

New teams registering after the initial iteration will be allocated to an appropriate division. The decision of the Committee will be final.

The entry fee is payable as a single sum, for the whole team, in advance of each iteration.

Juniors will play free of charge. Juniors are those under 26 as of 1 January during the season in which the competition is played. For example, for the 21-22 season the applicable date is 1 January 2022.

Composition of the Divisions

Ideally divisions will comprise 8-10 teams. This will depend on the numbers entered for each iteration. The composition of each division will be decided by the Committee and this decision will be final.

Setting up of Matches

The schedule of matches for each division will be published one week in advance of the start date of the iteration on the SBU website.

It is the responsibility of the home team captain to set up a match.

Matches will be played on the 'free platform' on BBO as two stanzas of 12 boards each. The home captain has seating rights for the first stanza and pairs will be switched at half time. The same four players must play for each team in both stanzas.

Matches should ideally take place on Monday evenings, starting between 6pm and 8pm. If both teams agree then matches can take place on other days and times but should be within the week of the scheduled fixture. If matches are to be played on other than Monday evening, the Director should be informed. Failure to notify the Director of matches arranged at other times will incur a penalty.

If there are difficulties arranging a date and time for a match, then the teams involved should make every attempt to compromise to ensure that the match is played by the end of the current SOL iteration. In the event that a match cannot be played the Committee will consider the circumstances and make a ruling on the score.

It is the responsibility of the home team captain to set up the match in the correct format with the correct players invited to the tables, and for the away team captain to check.

Captains should consult How to Cancel and Create Team Matches on BBO and the following helpful videos prepared by Paul Gipson:

Creating a team match https://www.youtube.com/watch?v=XBir_9TQvkc

Starting a team match <https://www.youtube.com/watch?v=RJ9SsLN68aA>

Common mistakes when creating team matches <https://www.youtube.com/watch?v=6BrIjjHZE58>

Specified parameters for each match are:

- | | | |
|--|---------------|---|
| • Undos | ON | Note: Undos will be accepted ONLY for misclicks, NOT for changes of mind or loss of concentration, and NOT after your partner has bid |
| No Undos will be allowed in the play. | | |
| • Barometer | OFF | |
| • Kibitzers | NOT PERMITTED | |

Players are reminded that guidelines on alerts and undos can be found at ([link to be added](#))

Guidance on claims can be found at https://online.bridgebase.com/v2/doc_rules.html.

All matches will be checked by the Director to ensure that they are set up correctly as above.

BOTH teams will incur a penalty for any infringement (see Penalties below)

Results

The winning team captain will enter the results, as IMPS, on the form provided on the SBU website. The winning team captain must also list the names of the four players who played for the winning team for masterpoint purposes. If names are not known, then masterpoints will not be awarded. Results must be posted within 24 hours of completion of a match regardless of any pending ruling.

The losing team captain will check the results and will alert the director if the filing is incorrect or late. In this circumstance the director will retrieve the results from BBO.

Any rulings will be considered by the Director as soon as possible after the match. The Director will amend the results as necessary following a ruling.

The director can be contacted by email: SOL@sbu.org.uk

Scoring

Scores will be converted to VPs using the WBF continuous scale. At the end of each iteration teams will be ranked by total VPs.

The top 2 teams in each division will be promoted and the bottom 2 teams in each division will be relegated. Promoted and relegated teams will at all times move by one division only. The only exception to this may be if teams do not wish to play in the next iteration in which case the composition of each division will be determined by the Committee.

Convention Cards

Players will state, using BBO Chat, a summary of their system including signals and discards at the start of each stanza.

All players must submit a convention card, no less than 10 days or as otherwise required by the Committee, before the first match of an iteration. Convention cards should be sent to Anne Perkins at anne_perkins@blueyonder.co.uk and these will be posted on the SBU website.

If a convention card is not available, then a pair will be required to play the SBU simple system at

<https://www.sbu.org.uk/images/ConventionCardforFairlieandShenkin2018simplesystem.pdf>

Convention cards must be completed using one of the following templates

- WBF ([Blank WBF Convention Card – A4 Word Format](#))
- SBU (<https://www.sbu.org.uk/events/convention-cards>)

Any team playing Divisions 1 or 2 is required to use the WBF format.

Brown sticker conventions are not permitted.

Alerting

Players must **ALERT AND EXPLAIN** all conventional bids, including doubles and passes, at all levels up to and above 3NT.

Explanations should provide the same level of detail as understood by the partnership.

Experienced players are expected to protect themselves by asking relevant questions

Conceding a Match

If a team is trailing by 60 IMPs or more after 12 boards they may, but only if they wish, concede the match. In this case the winning team should record the score as +75 IMPs which converts to 20-0 VPs for a 24 board match.

Awards and Prizes

At the conclusion of each iteration prizes in £ will be awarded to the top two teams in each division.

Master points will be awarded as follows:

Teams in the lowest division will be awarded 0.36 red points for a win, and teams in the top division (assuming a minimum of six divisions) will be awarded 1.00 red point for a win. There will be equal decrements from the top award of 1.00 to arrive at 0.36 points for the lowest division. Fractions of points will be rounded up or down.

Substitutes

Substitutes will be permitted according to the following rules:

- Substitutes are allowed with written permission given in advance by the Committee. Permission may be refused if the Committee deems that the proposed substitution will strengthen the team. One substitute is normally allowed in any round. Two substitutes are allowed only in exceptional circumstances.
- It is highly unlikely that a substitute will be permitted for a team of eight players.
- In all cases, the team is expected to revert to players on its registered team list in later rounds. If a substitute is needed for a second time, the same player should be used.
- A substitute player shall receive any Master Points and/or prizes won in the round that he plays.
- A substitute may be added to the team list for teams with fewer than 8 players
- In exceptional circumstances, a substitute from a team in a lower division may be considered.

Incomplete Matches

If during or at the start of a match a player has an unresolved connection problem, and another team member is available to step in, then the match will be cancelled and restarted if time allows.

If it is not possible to restart the match immediately then teams will agree to replay the match at another time during the period of the iteration. The Director must be informed of such an agreement.

Penalties

If one captain cannot field a team, or if for any other reason the match cannot be played, the match will be scored as 13-0 VP in favour of the non-offending team or as ruled by the Committee. For such matches, no masterpoints will be awarded.

If the home team captain is ruled to have set up the match incorrectly, in particular if the match is set up with Kibitzers allowed, then **BOTH TEAMS** will incur a penalty of 3VPs.

Changes to Teams Between Iterations

It is recognised that circumstances will arise such that some members of a team are not able to play in further iterations. These teams are encouraged to continue playing with a new line-up. It is also recognised that teams of four or six may choose to add players to their team up to the maximum of eight permitted

1. Re-formed or enlarged teams are eligible to play in the division for which they have qualified as follows:

Any team that is fielded from all the players registered for that team in the previous iteration.

Any team of four or six which adds players where any new player who has played in a lower division was part of a team that was promoted to play in the division they now seek to enter.

New members of teams will be accepted as needed during the new iteration at the discretion of the Committee.

2. Re-formed or enlarged teams may not be eligible to play in the division for which they have qualified in the following circumstances:

No partnership survives from the original lineup, unless the team is wholly drawn from the players registered in the previous iteration.

A new player was part of a team which played in a lower division and was not promoted.

3. Allocation of a team to a lower division

Any re-formed team which does not meet the criteria in 1 above may be required to play in a lower division.

Where more than half of the new team have played in a previous iteration, then the team qualifies to play in the lowest division for which these players are qualified.

Where more than half of the new team have NOT played in a previous iteration, it will be deemed to be a new team (see Registration and Eligibility above).

4. Other considerations

Notwithstanding 1, 2 and 3 above the incorporation of a new team member must not overly strengthen the team unless that team plays in Division 1.

The Committee must approve all changes and their decision will be final.

Slow Play

Slow play is defined as a 24 board match taking longer than 3 ½ hours or a 12 board segment taking longer than 2 hours. Teams should contact the Director if they feel that their opponents have been slow. The Director will review the match timings and if a team has been reported and found to be slow twice then a formal warning will be given. If a team is reported and found to be slow a third time then a 3VP penalty will be applied.

Other Matters

The Committee will make a final ruling regarding any matter not covered by these conditions of contest.

The Committee will revise these conditions of contest as it decides to be necessary or desirable.

Tournament Committee 2nd August 2021