

# **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 six members are invited to register. For teams larger than four a core of four players must be specified at the time of registration. These core players will be used for the preliminary grading of teams and must play in a least 60% of matches. If a team includes five or six members these additional players are reserves.

Teams registering after the initial iteration will be allocated to the bottom division.

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 20-21 season the applicable date is 1 January 2021.

For the start up iteration each team captain must supply information on each member of the team for the purpose of initial grading as detailed in Appendix I. The appended form will be available for download from the SBU website and must be completed for each team member. Instructions for return of completed forms will provided at registration.

Entries are welcomed from SBU members who normally play in other countries. If this is the EBU the Committee will take account of Gold Points won and NGS ratings. Players from other countries are welcome to draw the Committee's attention to results in other NBO competitions.

### **Composition of the Divisions**

Ideally divisions will comprise 8-10 teams. This will depend on the numbers entered.

## Setting up of Matches

The methodology for the allocation of teams to divisions and the format for the first iteration are described in Appendix II.

The draw for each league will be published one week in advance on the SBU website. Entrants will be advised if there is any delay to the draw.

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.

The home team will be the first named team in each match, eg team A in match A v B.

Matches will take place on Monday evenings, starting between 6pm and 8pm, except in exceptional circumstances and by written consent of the director. 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.

The default composition of a team is the four core players. **The team captain must inform the director and convener at least twenty four hours in advance of a match being played if reserves are playing.** Exceptional circumstances are exempt and in these cases the director and convener are to be informed as soon as possible. Email addresses: [angus1430@gmail.com](mailto:angus1430@gmail.com) [tournament@sbu.org.uk](mailto:tournament@sbu.org.uk) Failure to declare a variation from the core the line up will incur a penalty.

It is the responsibility of the home team captain to set up the match in the correct format with the correct entrants 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](#) ,

[Starting a team match](#) ,

[Common mistakes when creating team matches](#)

Each match will be named SBU\_SOL Div X Match X

Specified parameters for each match are:

- **Undos ON *Note:*** undos will be accepted only for bidding errors, not changes of mind, and only when requested before partner has bid. No undos will be allowed in the play.
- **Barometer OFF**
- **Kibitzers NOT PERMITTED**

Players are reminded that BBO has guidelines on alerts, undos and claims at [https://online.bridgebase.com/v2/doc\\_rules.html](https://online.bridgebase.com/v2/doc_rules.html).

The director will carry out a number of checks each week to ensure that matches are set up correctly as above. The home team will incur a penalty for any infringement

## Results

The winning team captain will enter the results, as IMPS, on the form provided on the SBU website. 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 and award a penalty to the winning team.

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

The director can be contacted by email: [angus1430@gmail.com](mailto:angus1430@gmail.com)

## 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.

Following iteration 2 and later iterations, 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.

## 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 will submit a convention card, no less than 10 days or as otherwise required by the Committee, before the first match of an iteration, to the tournament convener and this will be posted on the SBU website.

Convention cards may be completed using the [WBF or SBU template](#), however any team scoring more than 5 points (Appendix I) or playing in one of the top two divisions for iteration 2 or later is required to use the WBF format.

Brown sticker conventions are not permitted.

## **Alerting**

Players must alert all conventional bids, including doubles and passes, at all levels up to and above 3N. Explanations should provide the same level of detail as understood by the partnership.

## **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 iteration 2, and all later iterations, prizes in BBO\$ will be awarded to the top two teams in each division.

Master points will be awarded as follows:

A) The first iteration is to be viewed as a “qualifying round”. Therefore 36 black points will be awarded for each match won irrespective of division.

B) In the second iteration, teams in the lowest division will be awarded the same 36 black points for a win, and for wins in the top division (assuming a minimum of ten divisions) winning teams will be awarded 100 black points. Depending upon how many divisions there are, there will be equal decrements from the top award of 100 to arrive at 36 points for the lowest division. Fractions of points will be rounded up or down.

C) In the third iteration the point values will remain the same but red points (NP) will be awarded.

## **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.
- As no more than six players may play for a team, no substitutes are permitted for teams of six.
- In all cases, the team is expected to revert to its original line-up 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.

- Use of substitutes does not override the requirement that the four core players in a team must play in at least 60% of matches.

## **Incomplete Matches**

If during or at the start of a match a player has an unresolved connection problem, and a reserve 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.

## **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 13-0VP in favour of the non-offending team or as ruled by the Committee.

If the home team captain is ruled to have set up the match incorrectly, in particular if the match is set up with incorrect entrants or with Kibitzers allowed, then both teams will incur a penalty of 3VPs.

Teams playing matches on other nights than Monday, without written consent, will incur a penalty of 2 VPs per team.

Teams filing late or incorrect results will incur a penalty of 2 VPs.

Teams failing to declare a line up, in advance of the match, of other than the four core players will incur a penalty of 2VP

## **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.

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

Any team that is fielded from the four core players and two reserves, registered\* in the previous iteration.

Any team of four that has not registered two reserves may do so to enable a new team to form. In this case one of the original partnerships must continue as a pair, and, no more than one of the reserves may have played in a lower division, excepting that they were part of a team that was promoted to play in the division they now seek to enter.

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

*2. Re-formed 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 drawn from 4 core players and 2 reserves registered in the previous iteration.

A new core player or a reserve has played in a lower division and was not promoted.

The team is fielded from more than the four core players and two reserves registered in the previous iteration.

*3. Allocation of a team to a lower division*

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

Where three or more of the new team have played in a previous iteration, then the team qualifies to play in the lowest division for which the three top ranked players are qualified.

Where two or fewer of the new team have played in a previous iteration then they may be required to join the bottom division.

*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.

**\*A registered reserve is one registered at entry, or, with the agreement of the Director, brought in to play during the previous iteration.**

## **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.

Online Tournament Committee

8 May 2021

# APPENDIX I

## Grading of Teams

It is recognised that there is no single best way to rank teams. Suitable methods utilise all available data and are transparent.

Prior to the first iteration only, teams will be ranked according to the points system detailed below, and summed for the four core players.

Team captains will ensure that the following data is provided for these core players who must play in at least 60% of matches. Forms will be made available to all team captains for this purpose.

Event & result	POINTS	Captain	Player 2	Player 3	Player 4
	Name:				
Lockdown Leagues Mon & Thurs: Winner	8	Y/N	Y/N	Y/N	Y/N
Lockdown Leagues Mon & Thurs: 2nd to 5th	4,3,2,1	Y/N position	Y/N position	Y/N position	Y/N position
Played in Home International [excluding Junior Camrose/ Peggy Bayer]	6	Y/N	Y/N	Y/N	Y/N
Played in Junior Camrose 2019 or 2020	3	Y/N	Y/N	Y/N	Y/N
Qualified for 2020 European Open, Women or Senior team	6	Y/N	Y/N	Y/N	Y/N
Winter 4's[Jan 2019]: Winners	8	Y/N	Y/N	Y/N	Y/N
Winter 4's[Jan 2019]: Runners up	4	Y/N	Y/N	Y/N	Y/N
Scottish Cup 2019:Finalist [final tbc]	6	Y/N	Y/N	Y/N	Y/N
2019 National League: Div 1 winners	8	Y/N	Y/N	Y/N	Y/N
2019 National League: Div 1 [members of a NON relegated team]	4	Y/N	Y/N	Y/N	Y/N
Promoted team from Div 2	4	Y/N	Y/N	Y/N	Y/N
<b>Additional information to be used at the discretion of the Tournament Convener</b>					
Total Red Points accrued					
NGS rating					
Other - please detail					

## APPENDIX II

### Selection Procedure and Iteration One

Registered teams will be ranked according to the grading system detailed in Appendix I.

The organisers will ensure that ranking is as fair and transparent as possible.

The ranked teams will be allocated into four graded pools. Those with the highest score to pool one down to the lowest in pool four.

Two teams from each pool will be placed in a single division to make up as many divisions of eight as numbers dictate. Selection of the teams from each pool will be by random draw.

Over the course of seven weeks, commencing Monday 9 November 2020, each team in a division will play each of the other teams in the same division.

The final ranking after week seven will be used to set the league structure for iteration 2.

At the conclusion of iteration 1 the top teams from each division will be placed in a new division one etc. to make new divisions of between 8 and 10 teams as numbers permit.

Where numbers dictate that varying numbers of teams must be selected from the divisions to make the new divisions then no more than one extra team will be chosen from any one division. The extra team or teams will be selected by comparing VP scores.

In the unlikely event that there is a tie between teams then the Committee will use the original ranking to make the selection.

**The Committee's decision in all matters relating to grading and allocation of teams to divisions will be final, and no appeals will be considered.**