NEW JERSEY BRIDGE LEAGUE

2019 Flight B DOUBLE KNOCKOUT'

CONDITIONS OF CONTEST

1. Introduction

The following pages comprise the entire Conditions of Contest for the 2019 NJBL Flight B Double Knockout. These Conditions govern all play during the event.

The Coordinator is:

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The Double Knockout is the Unit 140 premier team event. Entries are closed as of April 23, 2019. Matches should begin in May 2019 with the event concluding in November 2019.

The Flight B Knockout is a handicapped event limited to players who have less than 1500 Master Points as of Dec 31, 2018. It is open to members of the NJBL Unit 140 as well as members of other units. Non-members of the ACBL are eligible to compete but must join the ACBL prior to completion of the event to qualify for Unit 140 awards. Non-members of the ACBL can qualify for master point awards. The event must be completed before the end of the year so that it will count for NJBL Player of the Year (POTY) and ACBL awards.

2. Coordinator's Responsibilities.

The Coordinator's responsibilities, inclusive but without limitation, are to:

a. Seed the teams.

b. Establish deadlines for entries.

c. Distribute schedules, rosters, assignments, and results.

d. Choose Must-Play Dates.

e. Insure that the event is run according to ACBL rules and the Conditions of Contest, and to interpret these Conditions of Contest if a dispute arises concerning them.

f. Assemble Appeal committees.

g. Rule on the suitability of substitutes and replacements when required.

h. Facilitate completion of matches by discouraging forfeits and extensions.

i. Make discretionary rulings on any matter not expressly covered by ACBL regulations, Unit 140 regulations, or these Conditions of Contest.

j. Submit sanction applications and results to the ACBL.

k. Designate an Alternate Coordinator to assume duties (e) through (i) if the Coordinator’s team is involved or if the Coordinator is unavailable and time is of the essence in the opinion of the Alternate Coordinator.

3. Team Captain's Responsibilities.

Team Captain's responsibilities are to:

a) Submit the team entry, member names and the event entry fee.

b) Pay entry fees for matches played at clubs.

c) Arrange site, play-date, and starting time of matches.

d) Inform the Coordinator of the agreed match date **and** location at least two weeks in advance.

e) Adhere to the Conditions of Contest.

f) Agree on any lateness before the start of a match.

g) Report results to the Coordinator within 24 hours.

h) File any Appeal before the scheduling of the next match.

4. Composition of Teams

Teams may consist of four, five, or six members. Members may be added to teams with fewer than six members without prior approval up to the point where it would no longer be possible for such added members to meet playing requirements *(*See Section 5 below). A person remains a member of a team only as long as he or she is capable of satisfying the conditions in Section 5 below*.* If circumstances reduce a team to fewer than four members, replacements may be added with the approval of the Coordinator, as long as it would still be possible for the replacements to qualify under Section 5.

If a team is unable to field a lineup of four members itmust use suitable substitutes, A substitute may not be a member of another team in the event. A substitute is suitable only if his or her skill level does not appreciably exceed the skill level of the team member requiring substitution. The opposing Team Captain must be informed of the substitute as soon as possible. If the opposing Team Captain objects to the substitute he must, as soon as possible, contact the Coordinator who shall make a final ruling.

ACBL rules do not permit more than six players on a team to qualify for Masterpoint awards. Four-member teams may have no more than two substitutes; five-member teams, one; and six-member teams, none. A substitute cannot play for more than one team. No member of a team may substitute on another team even if the other team has been eliminated from the event. A substitute may not earn Masterpoints on more than one team.

5. Playing Requirements.

Contestants must play at least 50% of the boards played by the team (excluding boards played to break tied matches) prior to the round where four or fewer teams remain and must also play at least half the total boards in all subsequent matches combined to qualify for the team's overall place for the NJBL POTY or ACBL award purposes. If a contestant fails to meet such requirements as of the end of the event, he or she only qualifies for the place the team has earned through the last match in which he or she met such requirements.

6. Seeding.

Teams will be initially seeded based on the average of the team members (adjusted for team size) using the Masterpoint total as of end of December 2018.

7. Scheduling Matches.

Matches may be scheduled at any mutually agreed time andsite, subject to (a) and (b) below. Each Team Captain should contact his opponent to schedule the match within one week of receiving the match assignment.

(a) Date and Time

The Coordinator shall send each Team Captain an assignment sheet with a Match Deadline. Teams are required to complete their match by the Match Deadline. If the Team Captains are unable to agree on a time and play-date on or before the Match Deadline, but are able to agree on a time and play-date within seven days after the Match Deadline, they must apply for an extension to the Coordinator, at least two weeks before the Match Deadline. Such timely requests will generally be approved unless the extension would jeopardize the timely completion of the event.

If the Team Captains are unable to agree on a time and play-date within 2 weeks of receiving their assignment, they must notify the Coordinator immediately. The time and play-date of the match will be determined by the operation of the Must Play-Date procedure as follows:

1. The Coordinator will assign 3 Must Play Dates, *Times* and Locations if needed, occurring no later than 7 days after the Match Deadline.
2. Each Team Captain must submit one of the dates to be eliminated.
3. If two different dates are eliminated, the third must play-date becomes the match play-date.
4. If only one date is eliminated, each team Captain submits a second date to be eliminated, with a coin toss used if necessary to determine the match play date.

Both teams are subject to provisions of Section 8when the match play-date has been established by the Must Play-Date procedure. The starting time of such match is *6*:30 PM on a weeknight or 12:30 PM on a weekend, unless a different time is agreed upon by the Team Captains. If both teams fail to appear, the Coordinator will determine the outcome.

(b) Site.

If either team insists, the match will be held within the NJBL at a location that is the site of an ACBL sanctioned duplicate game being held at the time of the match. This is to ensure that a team is not forced to play a match without a qualified director present. If teams from different geographical areas are scheduled to play each other, an attempt should be made to find a playing location between the two areas. Unresolved disputes concerning play sites will be resolved by the Coordinator. When the play-date is established by the Must Play-Date procedure the site will be the site assigned by the Coordinator unless a different site is agreed to by both Team Captains.

8. Lateness.

Match starting time is defined as the time agreed upon by the two teams. When a team is ready to play, it should so notify the director. The only appropriate discussion of lateness between the Team Captains is to agree on the lapsed time. A team is subject to lateness penalties for failure to seat a team at the starting time. Also, the number of boards to be played in the match will be reduced in each segment depending on the degree of lateness according to the following table:

|  |  |  |  |
| --- | --- | --- | --- |
|  |  | Remove Boards | |
| Lateness | Penalty | Halves | Thirds |
| Less than 15 minutes | No Penalty |  |  |
| 15-19 minutes | 2 IMPS | 1,0 | 1,0,0 |
| 20-24 minutes | 4 IMPS | 1,1 | 1,1,0 |
| 25-29 minutes | 6 IMPS | 2,1 | 1,1,1 |
| 30-34 minutes | 8 IMPS | 2,2 | 2,1,1 |
| 35-39 minutes | 10 IMPS | 3,2 | 2,2,1 |
| 40-44 minutes | 12 IMPS | 3,3 | 2,2,2 |
| 45 minutes | Forfeit Match |  |  |

The lateness penalty and/or the removal of boards may be waived by the non-offending side. However, the non-offending side is under no obligation to do so. Furthermore, if the match is being played at a duplicate club, the waiving of removal of boards also requires the consent of the club's director. The lateness penalties do not apply if the removal of boards is waived.

9. Standard Match Procedures**.**

A match shall consist of 24 boards. The number of boards may not be decreased except as provided in Section 8*.* If both teams have four players present, the match is played in equal halves. If either team has more than four players present, the match will be played in equal thirds.

The lower numbered seed has first choice of which segment to exercise its seating rights, with the higher numbered seed choosing second. If the lower numbered seed does not reserve its seating rights for a later segment before the bidding starts on the first boards at either table, the lower numbered seed will be presumed to have elected seating rights in the first segment. When a team has seating rights, the team without the rights sits first inany fashion it chooses, and the team with seating rights sits around them. The Team Captains shall decide seating rights by coin flip in the one unchosen segment of a match played in thirds, in a 3-way round robin, and in a playoff to decide a match ending in a tie *(*see Section 10*).*

Teams with more than four players are not required to reveal who will be playing given segments before teams choose which segment they want to exercise their seating rights. Lineup changes during a segment are prohibited except to replace a non-member filling in for a late arrival or for illness.

If a team defeats a lower numbered seed, it assumes the loser’s seed in the next round for the purpose of seating rights.

If a team loses to a higher numbered seed, it assumes the winner’s seed in the next round for the purpose of seating rights.

ALTHOUGH NOT REQUIRED, it is **strongly recommended** that if the captains of the two

teams agree to play the match at a location other than a local club in which the director is not a participant on a team that has yet to be eliminated from the event, that one of the captains arrange for a CLUB director **TO BE AVAILABLE BY TELEPHONE, in the event that any dispute arises.** If neither team can find a director that is available, both captains are required to advise the Event Coordinator, so that he can attempt to have a director ”on call”.

Matches shall be scored by IMPs; one IMP constitutes a win.

10. Playoffs.

If the match is tied after the agreed number of boards are played, the teams shall play one or more playoff segments to break the tie. A playoff segment consists of four boards, which number may be increased by mutual agreement (subject to the club director's approval, if applicable). Seating rights are decided by a coin flipin the first playoff segment. If additional tie breaking segments are required, seating rights alternate.

11. Conventions.

The ACBL General Convention Chart applies (See ACBL Web Site). Both members of a pair are required to have identical convention cards. Any time taken to fill the cards will be dealt with as per the terms spelled out in Section 8.

12. Appeals.

If a match is played in a club, the director of the club shall be the director for the match. If a match is not played where a qualified director (not a member of one of the teams) is present, it is the responsibility of both teams to agree on a temporary score (typically favoring the non-offending side if an irregularity or infraction occurs), subject to appeal.

Appeal committees shall have jurisdiction over rulings and temporary score adjustments that have been made during matches. The opposing team must be notified of all Appeals at the time the match result is established at the conclusion of the match. The Coordinator must be notified of all Appeals at the time the match result is reported, and Appeals must be submitted to the Coordinator in writing within 48 hours. Appeal committees will be formed by the Coordinator, and the appeal shall not be held at a local club. The appealing Team Captain is responsible for getting a complete record of all hands as well as the auction at both tables.

Failure to meet these requirements will result in automatic rejection of the appeal.

The content of these Conditions of Contest can only be appealed on the grounds that they violate ACBL regulations. Coordinator decisions (such as interpretations, substitution, or extension) are appealable only to the appropriate judiciary body of NJBL Unit 140 and only on grounds of being arbitrary and capricious or motivated by bias.

13. Draw

The draw shall be as per the templates for ‘seeded’ teams given in

[www.printyourbrackets.com/double-elimination-tournament-brackets.html](http://www.printyourbrackets.com/double-elimination-tournament-brackets.html)

14 Team Handicaps

If any player is not a member of ACBL, he or she will be assumed to have 50 MasterPoints for the purpose of assigning handicaps and initial seeding.

Team handicaps will be based upon the chart given below.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Total of Team Players' MasterPoints** | **Handicap Each *8* board segment** | **Handicap Each *9* board segment** | **Handicap Each *12* board segment** | **Handicap Each *13 or 14* board segment** |
|  |  |  |  |  |
| 0 - 25 | 21 | 26 | 31 | 36 |
| 26 - 50 | 18 | 23 | 27 | 31 |
| 51 - 100 | 16 | 20 | 24 | 27 |
| 101 - 200 | 14 | 17 | 21 | 24 |
| 201 - 400 | 12 | 15 | 18 | 21 |
| 401 - 700 | 10 | 12 | 15 | 18 |
| 701 - 1000 | 7 | 9 | 12 | 15 |
| 1001 - 1400 | 5 | 6 | 9 | 12 |
| 1401 - 1800 | 4 | 5 | 7 | 9 |
| 1801 - 2400 | 3 | 4 | 5 | 7 |
| 2401 - 3000 | 2 | 3 | 4 | 5 |
| Above 3000 | 0 | 0 | 0 | 0 |