

## Wiltshire CBA

### League and Competition Rules

#### **A. General**

1. The WCBA committee's decision shall be final. Where possible, this will be taken based on recommendations from the TSC.
2. All events shall be played in accordance with the Laws of Duplicate Contract Bridge 2017 and the English Bridge Union Handbook of Permitted Understandings 2019 (The "Blue" Book) and any subsequent updates thereto. Conventions up to and including Level 4 of those agreements shall be allowed in all WCBA competitions.
3. Where a situation is not covered in these rules, the relevant EBU Rules and recommendations shall apply.
4. Where it is necessary to split a tie this will be done in accordance with the EBU "White Book" 2018 section 3.2. (This gives priority to matches between contestants with equal scores.)
5. Usually, WCBA events will have a non-playing director, in which case rulings of the first instance will be made at the event by the Tournament Director, who may seek advice from other Tournament Directors, either present or external, if required. Whenever there are no non-playing director rulings of the first instance may be obtained from any qualified and available tournament director.
6. For KO matches, which will normally be played privately, no Tournament Director will be designated. Players may agree their own ruling of the first instance or contact any qualified Tournament Director for a ruling or EBU panel referee.
7. Any appeals against rulings made by the Director must be lodged within the correction periods shown below and in accordance with the Appeals Procedure (See section B).
8. The Event Organiser should consult with the Tournament Sub-Committee where practical.

#### **B. Appeals Procedure**

1. Where events are played without a designated Director, including matches played privately, rulings of first instance may be obtained from any suitable and available Tournament Director. This may include contacting a Director who is not present. If a ruling is disputed the Tournament Sub-Committee will form the Appeals Committee, with appropriate substitutions if one of the members has an interest. If they wish to seek further guidance from a panel Tournament Director then they can do so, but the decision should be made by the Appeals Committee. Players will then have the right of appeal to the EBU, but not to the WCBA, after the event.

2. Any appeals against rulings of first instance must be lodged within 20 minutes of the end of the stanza or of the ruling being given, whichever is the later.
3. Scoring errors may be corrected up to 48 hours after the end of the stanza provided that at least one member of each pair at the table agrees.
4. Results as posted on the WCBA website shall be considered provisional until this time.

### **C. Wiltshire Leagues - Team Rules**

#### **League Structure**

1. The WCBA on receipt of guidance from Tournament sub-committee will have responsibility for the League structure from season to season having regard to the following:-

a. There shall ideally be three leagues; namely leagues 1, 2 and 3. League 1 shall consist of eight teams (and no more) and the remaining teams will be divided between however many more leagues are necessary to provide an adequate but not excessive number of matches.

b. There shall be promotion/relegation between the leagues: two teams will normally be promoted from league 2 and from league 3. The promotion quota will be put in place before each season. A team earning promotion may decline to move up and when that happens the next team down (though no further) will be offered the promotion.

c. Where teams change between seasons the new team containing the most members carries with it the status of the previous team. Any disputes shall be resolved by the Tournament Sub-Committee.

d. The Tournament Sub-Committee shall determine which league new teams will enter, but no new team shall go straight into the League 1.

2. All the above is subject to the right of the WCBA to exercise its discretion to ensure the smooth running of the leagues and their balance.

#### **Team Line-Up**

3. Each team in the WCBA Leagues shall consist of a maximum of 8 players all of whom must be members of clubs affiliated to the WCBA. At least 4 of these players must be primary members of WCBA.

4. Team line-ups may be changed prior to the first match night, subject to 3) above.

5. Players may be added to teams at any stage, subject to 3) above, providing the Event Organiser is informed.

6. Players in League 3 will generally be restricted to below the rank of Tournament Master. However, players above that rank may be admitted, with the consent of the Event Organiser, providing this

does not materially affect the overall strength of the team. This is intended to encourage the introduction new players league competition under the guidance of a more experienced player.

7. After the first night team line-ups may only be changed, except to bring the team up to the maximum specified in 3) above, with permission of the Event Organiser.

8. Permanent replacement of team members will only be allowed for genuine and unavoidable reasons, e.g. health grounds, or a player becoming unavailable through work commitments, but not because of internal strife within a team. Such replacements will only be accepted if the incoming player is not materially stronger than the player being replaced and must be agreed by the event organiser.

9. Substitutes are allowed on a match by match basis, but only with permission of the Event Organiser and may not be materially stronger than the 4th strongest member of the team. The Tournament Sub-Committee will determine whether one player is materially stronger than another.

10. If the only way to get a match played is to use a stronger substitute, this will be allowed in extreme circumstances with the permission of the Event Organiser, but any team using a stronger substitute than allowed in para 9 above may be penalised. The Tournament Sub-Committee will determine whether a penalty is applicable and the size of that penalty. Then penalty shall be no more than 12 imps per match.

11. Players may only be registered for one team playing in the Wiltshire League structure. However, players may, subject to the above, act as substitutes for teams in a higher league than the one in which they are registered.

12. A player may act as substitute for more than one team.

13. The main objective is to ensure that all fixtures are played on the designated league night.

### **League Match Format**

14. Leagues will play in a round robin all-play-all format. Each round will be played on a fixed time (7:15 unless otherwise stated) and date, to be announced before the start of the season by the League Organiser. The matches(fixture) to be played in each round will also be announced before the start of the season.

15. Matches may only be played at an alternative time and place in unavoidable extenuating circumstances with the permission of the Tournament Sub-Committee. The teams concerned will be required to pay the table money for their team for that round.

1. If a team has four available players, they must fulfil the fixture.
2. If a team has fewer than 8 players, they must add another player if that is the only way to fulfil the fixture.
3. If neither of the above applies, teams should use a substitute, but see section 10 above.
4. If none of the above is possible, the match shall be rearranged. The team who could not fulfil the fixture shall pay both teams' table money. The other team shall have choice of date and venue. Disputes shall be settled by the TSC.
5. If it is not possible to rearrange the match, it shall be cancelled and the scores shall be in accordance with section 2.4.2 of the 2018 White Book – the defaulting side gets 0 VPs and

their opponents get the greatest of 12, their average for the season and 20 – the defaulting side's average.

16. Matches shall consist of 24 boards, played in 2 equal stanzas.

17. The team mentioned first in the fixture shall seat its players first at the start of the match. Players in this team must play at the same table throughout the match, unless substituted. The team mentioned second in the fixture shall send a pair to each opposition table for the first 12 boards of the match. Opponents shall be changed after 12 boards have been played and any changes in team personnel can only be made at this time.

18. A team which puts the integrity of the movement at risk (for example, by sitting in the same direction at both tables) shall be given a mandatory procedural penalty of 1 VP.

19. If players arrive late matches shall still be played if the player(s) arrive before 8.45pm. A minimum of 12 boards must be played. The reason for the late arrival will later be reviewed by the Tournament Sub-Committee and, if appropriate, a fine/award for boards lost may be applied to the offending/non-offending team. It is the team captain's responsibility to notify the event organiser and/or the director if some of the team is likely to be late. If the team arrives too late to play 12 boards, rules 15.4 and 15.5 apply.

20. Any boards not started within 85 minutes of the start time of either stanza, may be withdrawn by the Tournament Director. If the Tournament Director determines that a pair is responsible for the delay then that team will be fined 3imps per board for the boards not played. (Note: this could be both pairs.)

21. All players must exchange properly completed convention cards with their opponents at the start of each stanza. Regular partnerships are expected to produce EBU20B. The director may exercise some discretion for less experienced partnerships.

22. Spectators are allowed. A spectator who is a registered player in the League may not watch at tables where his team is playing.

### **The result**

23. Match results are determined by converting IMPs to VPs according to the EBU recommended scale, as in the 2018 White Book.

24. Master Points are awarded on the match result at the table.

25. Where a balancing adjustment or fine is made to a score this is included in the IMP difference used to calculate the VP score, used for the league table.

26. Where a team is fined that team's IMP score is reduced when calculating their VP score, but the non-offending side's score is unchanged, i.e. the match result no longer balances to 20.

## **D. Wiltshire Knock Out**

### **Team Line-Up**

1. Each team shall consist of a maximum of 6 players, at least 4 of whom must be primary members of WCBA. All team members must be active members of a Wiltshire affiliated club. At least 2 WCBA primary members must play in every match. The Event Organiser should consult with the Tournament Sub-Committee where practical on any issues regarding team membership and substitutes and any technical issues that arise. If any doubt the event organiser will ask club officials regarding active membership.
2. Team line-ups may be changed prior to the first match being played by the team, subject to 1) above.
3. After a team has played a match its line up may only be changed with permission of the Event Organiser.
4. Additional players may be added to the team, up to the maximum of 6, subject to the above criteria.
5. Permanent replacement of team members will only be allowed for genuine and unavoidable reasons, e.g. health grounds, or a player becoming unavailable through work commitments, but not because of internal strife within a team. Such replacements will only be accepted if the incoming player is not materially stronger than the player being replaced and must be agreed by the event organiser.
6. Substitutes are not allowed, but last minute changes to the team line-up will be permitted in an emergency, to allow a match to be played and subject to agreement with the Event Organiser.
7. Matches should consist of 24 boards except for the KO final which should be 32 boards. All matches, (including the finals), should be played at a mutually agreed venue.
  - a. 24 board matches should be played in two 12-board stanzas. Teams should toss for seating rights for the first stanza and must change opponents for the second stanza.
  - b. 32 board matches will be divided into four 8-board stanzas. Teams should toss for seating rights using the EBU standard method, or any other format agreed between the teams.
8. Matches may be played at any venue agreed between the two teams. Where there is no such agreement the following rules should be applied.
  - a. The team drawn first in the first round shall be the home team.
  - b. For subsequent rounds, the team with the fewest home matches in the event to date shall be the home team.
  - c. Where a team has had a bye this counts as a home match for the purposes of determining the venue.
  - d. Where a match is drawn between 2 teams with the same number of previous home matches the team drawn first shall be the home team.

### **The result**

9. Match results are determined by net IMPs.
10. In the event of a tie, 4 extra boards shall be played. This process will continue until the result is determined. Seating rights will go to the team who lost the toss, and alternate thereafter.

## **KO Plate**

11. Teams losing their first match in the KO will be eligible to play in the KO Plate but they are not under an obligation to do so, but should advise the Event Organiser as soon as possible after losing their KO match.

12. Except where varied below, the rules for the Plate are the same as for the KO.

13. Teams eliminated from the KO may add or replace players in their line-up prior to the start of the competition.

14. Teams may enter the Plate, without playing in the KO. However, the Event Organiser may limit such entries to enable the competition to run efficiently.

15. Teams may also be formed from more than one team eliminated from the KO. The only restriction is that no player may play in the plate if he has played in a winning team in the KO.

*Revised May 2019 by Tournament Sub-Committee*