# Rules, Advice and Recommendations for BBL on-line.

Whilst the rules now in place on the BBL website apply to both face-to-face and on-line matches, they do not necessarily cover some of the more detailed aspects related, for example, to setting up matches on an on-line platform.  This annex provides further advice and recommendations for playing on the two platforms used for BBL matches, BBO and RealBridge (RB).  Aspects that are general or common to both platforms are listed first whilst those that are specific to either BBO or RB are listed separately later in the annex. Updates from the previous version of the annex are highlighted in yellow

## General

1) Matches will be scheduled by playing week only, allowing maximum flexibility in setting a day and time. For the purposes of this document, the first named team in the fixture schedule is defined as the home team

2) Either BBO or RB may be used for playing on-line matches, subject to agreement between captains. Teams have nominated a 'preferred' platform for any home matches they play on-line and the default will be to use this unless otherwise agreed.

3) A match will be 24 boards in Division 1 and 20 boards in the lower Divisions. However, if both captains agree, the number of boards may be increased/decreased provided it remains within the 18-24 range. Such agreement must be made before the match commences. The IMPS to VP conversion will be applied according to the number of boards played, as defined in the EBU White Book and as listed on the BBL website.

4) Both halves of the match should be played in one session unless both captains agree to play it over two sessions, e.g. two times twelve (or ten) boards on separate days. The same 8 players must play in both halves of the match even if these are played on different days.

5) The home captain is responsible for setting up the match on the agreed playing platform unless this is swapped either by mutual agreement or as required by 11) below. Captains must exchange details of their pairings prior to setting up the match. Each team should have second member who is competent in setting up a match in case connection is lost by their captain.

6) All pairs should, on introducing themselves to their opponents, give a brief summary of their bidding system and carding arrangements via the 'chat' facility on the platform. In addition, pairs may also complete a convention card using the appropriate facility if available on the platform. Either captain may request information on their opponent's bidding system(s) whilst arranging a match and, if seen as necessary, request sight of an electronic version of both convention card(s). In order to allow time for further clarification if required, the initial exchange of convention cards must be made at least five days prior to the day of the match.

7) The default option is boards dealt randomly. Pre dealt boards may be used if both teams agree, with responsibility for creating the deal resting with the home team

8) Any disputes occurring in a match that require a ruling must be agreed/recorded and forwarded to the fixture secretary for resolution in accordance with face-to-face procedures. Captains should note that, on both platforms, a full record of completed hands/bids/alerts etc is available via the respective website to assist in the recording.

9) On completion of the overall match, the result/details must be inserted into LMS in the same manner as used for face-to-face matches.

## BBO Specific

10) For the purposes of creating an overall match on BBO, each half (e.g. of 10 or 12 boards) should be created separately using the procedures defined in Setting up team matches on BBO . A very useful check list for setting up matches is also available on the BBL website here.

11) Should the away team wish to exercise their seating rights, they need to inform the home captain and the away captain must take responsibility for setting up the match on BBO to meet their seating requirements.

12) A number of settings described in the above link must be made when creating each half of the match on BBO. These are as follows

- **Barometer scoring** set to 'off' to avoid a running total of the IMPS position being displayed as the half proceeds
- **Allow Undos** set to 'on' to comply with current BBL rules for on-line bridge which permit 'undos' for genuine mis-clicks during the auction but **not** for cards played. Players are strongly advised to set 'confirm bids' and 'confirm cards played' in their own account settings to avoid mis-clicks
- The **+slow+** string included in the match description to avoid automatic time-out after a while if it takes too long to complete

13) If, by mistake, the Barometer scoring setting is not set to 'off', then the half in which this occurred must be re-started.

14) If the **+slow+** string is omitted by mistake and a board is timed out, the captains should try and agree the result for the board. If not they should agree the situation and send clear information to the committee for adjudication. Any board that is timed out will be automatically removed from the overall score generated by BBO.

15) The following settings in the match description are advised

- The **+private+** string is included to prevent unknown players from requesting to sit in the empty seats if a connection is lost or a player delayed
- The **+nokill+** string is included to keep the team match pending until all seats are filled.

16) The 'self-alerting' system appropriate to the BBO platform must be adhered to. This must include those bids that, under face-to-face conditions, should be announced. If any clarification of a bid is requested then the explanation must be made in the 'Alert Box' rather than via 'chat' to the whole table as this may provide unauthorised information.

17) By mutual agreement teams can use audio comms (Zoom, WhattsApp etc) during the match, as long as at least one player from each team is in the comms in each head-to-head.  The comms co-ordinator will normally be the home captain who must distribute appropriate contact details to all players before the match.

18) Any information on bidding, alerting etc that is required in support of a request for an adjudication may be found on the BBO home page under the 'hand records' tab.


**RealBridge Specific**

19) Two separate and unique links are required for running/hosting and playing in a team's match on the RB platform.

20) The league will create and distribute these links only to those home teams who have opted to use the BBL RB account. Those clubs/teams who have opted to manage matches using their own RB account are themselves responsible for this process.

21)  In RB terms, the link for hosting a match is the director's link which will sent to the home team captain over the weekend preceding the match date. Any link issued by the league will be in a specific format that identifies the division/match to which it applies.

> e.g.  HostD1AerovAsctA  refers to the Division One match between Aerospace and Ascot A, with the home team named first.

22) The match set up by the link will have the correct team names in place and have the correct settings for a team of four match played with the appropriate number of boards for the Division. These settings will be:
   a. Scoring Method – Teams
   b. Movement – Head-to-Head Matches
   c. VP scale – none
   d. Boards per round – 12 or 10 (reset for matches with 18 or 22 boards)
   e. Number of rounds -2
   f. Time/round - 90 min (arbitrary for teams of 4 as RB doesn't allow a move until more than half the tables have finished)
   g. First board – 1
   h. Auto-X – set (ticked). Automatic half-time swap of N-S & E-W pairs on Table 1

23) On logging-in, the host should check the above settings and, if necessary, reset the number of boards/round. If Auto-X is not set then the 'swap' must be completed manually – see 33). Changes should be saved by clicking 'OK'. The host should open the session about 15 mins before the agreed start time.

24) The player's link will also be sent to the home captain, who should distribute this to his own team and to the away team via their captain. The player's link will be a similar format to that of the host e,g.  PlayD1AerovAsctA

25) If they so wish, the home team captain may share the host (director) link with the away team captain in order to assist with the running of the match.

26) Distribution of links by the league will be made according to the playing schedule published on LMS. As the league can only hold a limited number of links at any one time teams must advise the league if the match will be played face-to-face or if it is to be re-scheduled. Unused links will be destroyed at the end of the scheduled week and will be re-issued when required.

27) After logging-in, players should sit at their home table; Table 1 for the home team and Table 2 for the away team. On establishing that all players are ready and correctly seated the host shall start the first round of the match by clicking on the 'Start Round 1' tab. RB will automatically swap the E-W pairs on the two tables and commence play between the correct pairings.

28) During the auction alerting/announcing procedures identical to those used in face-to-face bridge should be used.

29)  'Undos' during the bidding are allowed and should be accepted provided it is clear that they relate to genuine mis-clicks. Undos during play are not allowed.

30) The director/host will be able to monitor progress on the tables during the round according to the nomenclature below.

| 1.0 | Deal 1, bidding stage |
| 1.5 | Deal 1, trick 5 |
| 1.E | Deal 1 ended, prior to ithe start of Deal 2 |
| 2.7 | Deal 2, trick 7, etc, etc. |
| R1 | Round 1 is complete |

31) After all boards (12, 10 etc) of Round 1 have been completed on both tables, RB will swap the pairs back to their home tables for a short break/discussion. Results can be seen by clicking on SCORES.

32) At the end of the break the host should check that all players are seated correctly[1] and if so, start the second round of the match by clicking on the 'Start Round 2' tab. RB will first automatically swap the N-S/E-W pairs on Table 1 and then the E-W pairs on the two tables and play commences against the correct pairings.

33) If the Auto-X tab has not been set, then during the break the home team pairs must swap seats (players click 'LEAVE' and they will be returned to the lobby from where they can re-join by clicking on a different seat) so that the original N-S sits E-W and vice versa. This ensures that at the start of

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[1] i.e., with the same polarity as prior to the start of the match

34) After completion of the second round players will be automatically returned to their home tables for a final discussion/post-mortem. Captains should agree the final score and the result submitted to LMS in the usual manner.

35) The information available in the RB 'SCORES' facility may be used or submitted in support of any request for adjudication.

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