



Surrey County Bridge Association

Rules and Regulations for the Surrey League

1. General

This is a league for teams of four which may consist of up to five divisions depending on the number of entries. Up to a maximum of eight players may be nominated for a team but only four may play in any one match. For all but the lowest division, team members must be a member of the EBU.

EBU rules and regulations in force at the time of each match will apply but in the case of conflict the rules set out below will take precedence.

Teams may include players from more than one club, but no player may be a member of more than one team (but see 11. Substitutions below).

Both face-to-face and online matches are permitted as agreed by the captains. Should no agreement be reached, then online will take precedence. The rules for online play are available in the separate document found [here](#).

Teams in Division 1 may play anywhere in the County and the result of their league matches will determine the overall Division 1 winning team.

Teams in lower divisions may be grouped into subdivisions, taking geographical locations within the County into account as far as possible. Should there be subdivisions, the winners of each subdivision will play a final match at the end of the season to determine the overall division winner. Should there be more than two subdivisions, then the subdivision winners will all play each other once and the team with the greatest number of Victory Points from these matches will be the division winner. In the event of a tie, then the winner will be the victor in the head to head match between the tying teams.

Unless explicitly agreed with the organiser, no individual may play in the final if they have not previously played in at least one league match in the earlier part of the competition. (See also 11. Substitutions below)

2. Name of teams

A team's title will be the Captain's name. Any team comprising less than half of its members from the previous year will be treated as a new team. The organiser shall determine the placement of any new team.

3. Dates for matches

Matches should be played from September to April (June for Division 1) and must follow the requirements below for arranging matches. Any difficulty in arranging a match should be notified to the organiser at an early stage. The organiser is empowered to award results for matches un-played by the division's deadline, taking into account the circumstances in each case.

The home team should offer a minimum of five dates spread over at least three weeks and over at

least three different days of the week (of which at least three dates should be weekday evenings) and the earliest should be at least two weeks away. The Away team then has one week to select the date of the match from the dates offered. If there is a difficulty in fixing a match, the organiser must be consulted.

If a team fails to arrange a date for a match or cancels a match without a valid reason, they will concede the match and 7. below will apply.

4. Play

Matches in all but the lowest division shall consist of 24 boards, which for Division 1 may be increased by prior agreement of the captains to a maximum of 28 boards. Matches in Division 5 shall consist of a minimum of 16 boards. Matches are played in two equal halves, changing opponents at half time.

No correction of scores is allowed after the captains have agreed the result.

5. Refreshments

The home team in face-to face matches is expected to provide light refreshments.

6. Irregularities

Late arrival and non-arrival

If a team is 45min late, or 90min late having notified late arrival, the match is awarded to the non-offending side. If a member of a team is present within 45min of the starting time, that is an indication that the whole team intends to arrive and constitutes 'notification' within the meaning of this clause.

After 30min of late arrival, whether notified or not, the match is reduced by 2 boards and for each further complete 15min period the match is again reduced by 2 boards. The maximum number of boards that can be removed is eight (which occurs after 75min of late arrival). The non-offending side is awarded 3 IMPs per board.

Fouled or cancelled boards

In the event that both pairs in a team sit in the same polarity in one stanza, the score for that set will be zero. The stanza that has been completed will determine the score according to the VP scale relevant to the match as if the first stanza had been played in full. Both pairs at the table are equally responsible for making sure that they sit in the correct positions.

If a board is fouled or cancelled for whatever reason in the first stanza of the match, a substitute board is added to the second half with the same dealer and vulnerability. If a board is fouled or cancelled in the second stanza of the match, a substitute board may only be played if no player is aware of any of the results from the other table.

7. Unplayed or incomplete matches and withdrawal

If a match has to be abandoned due to unforeseen circumstances with neither team at fault, then:

- (a) if at least half of the boards have been played at both tables, the match is considered complete and the VP scale for the number of completed boards is used;
- (b) if fewer than half of the boards have been completed, the captains should endeavour to replay the match completely. If this is not possible, the Organiser will adjudicate a result.

A team is considered not to be at fault if its home venue becomes unavailable during the match (e.g. due to a power cut) unless a member of the team was the direct cause of the problem.

If a team is awarded a match, for example under rules 3 or 6 above, it will receive the highest of 12 VPs, its average across all other matches it plays in the competition, and the final average of all other teams in matches played against the defaulting team. Artificial VP scores from other defaulted matches are not included in this calculation.

If a team 'concedes' a match having played at least half the boards, the non-offending side get the higher of their score under the preceding paragraph or their VP score for the match, assuming they score +3 IMPs on each of the un-played boards.

The defaulting team always receives 0 VPs.

If a team withdraws from the league having played fewer than half its scheduled matches, all results against the team are removed. If the team has played at least half its scheduled matches, results in the remaining matches are calculated using the preceding rule for defaulted matches.

The organiser may impose the penalty of non-entry in the following season on some or all the members of a team that defaults on a match or withdraws during the season.

8. Systems and conventions

Systems and conventions permitted by Level 4 as set out in the current EBU Blue Book may be played in all Divisions except the lowest where only Level 2 conventions are permitted.

9. Scoring

Scoring is by total IMPs converted to VPs using the scales specified by the EBU (currently Section 3.1.1 of the EBU White Book 2013, or by using the VP Discrete Scale obtained from the EBU VP calculator at <http://www.ebu.co.uk/laws-and-ethics/vp-scales>)

10. Results

It is the responsibility of the winning captain, or the home captain in case of a draw, to enter the results via the EBU website or, if unable to do so, to send the results to the organiser within two days of the match being played. The names of the team members and their EBU numbers are required.

11. Substitutions

Substitution of team members will only be allowed with the explicit agreement of the organiser and a maximum of one substitution will be allowed per team per season. Possible reasons for requiring a substitute include: non-availability of a team member to play in the final; an unavoidable emergency immediately prior to an arranged match where re-arrangement is not possible. No substitute that is a significantly better player than the team member they are substituting will be allowed. At the discretion of the organiser a member of a team from the same or a lower division may be allowed as a substitute.

12. Rulings & appeals

Any rulings or appeals will be dealt with using the procedure shown on the SCBA website for matches played privately.

13. Relegations and promotions

Any team eligible for promotion may request an opt out of that promotion, but if in the opinion of the organiser this would result in a significant imbalance of abilities in their division the request may

be refused or, as a last resort, the team may be excluded from the competition.

Divisions 1 & 2:

In the absence of exceptional circumstances Division 1 will consist of 8 teams. At least one team from Division 2 will be promoted to Division 1 each year. The Division 1 team with the lowest cumulative Victory Points will be relegated to Division 2 should that be necessary to maintain the number of teams in Division 1 at 8. Exceptionally two teams may be promoted from Division 2 if that is necessary to maintain the number of teams in Division 1 at or close to 8.

Divisions 2, 3, 4 & 5:

The winner of each subdivision of Divisions 3, 4 & 5 will be promoted to the next higher division. The team with the lowest cumulative Victory Points in each subdivision will be relegated to the next lower division. No relegations will be enforced from Division 5.

The organiser may choose not to enforce any relegation and may also choose to promote or relegate more than one team from any division should this be necessary to balance numbers and abilities across these divisions.

14. Resolution of ties

A tie between two or more teams with the same number of VPs will be resolved as follows:

- (a) the teams will be ranked according to the VPs scored in matches played against each other in the whole competition:
- (b) if not all of the tied teams played each other or if (a) above does not resolve the tie, then teams will be ranked according to the number of matches won in the whole competition, a draw will count as half a win.
- (c) if (b) above does not resolve the tie then the teams will be ranked according to the total net IMPs score divided by the number of boards played in the whole competition.

Whole competition means the initial league matches within each subdivision and, if relevant, the end of season multiple teams final.

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