



## Goodman Cup

### Rules & Conditions of Competition

#### Current for 2024/25 Season Only

These rules should be read in conjunction with the WCBA Common Rules and the Warwickshire Online Club Guidance/Rules.

#### 1. Changes

- a. No changes required.

#### 2. Summary of Competition

- a. This is the Warwickshire County Teams Championship Knock Out. The winners shall be invited to represent Warwickshire in the Pachabo Cup.
- b. The event will be played online using the BBO platform unless both captains agree to play face-to-face.

#### 3. Entry

- a. Entry must be made to the Event Organiser by the published end date for entries. The draw will be published shortly thereafter.
- b. **Please note that unacknowledged emails for entry or any other purpose in the event will not be accepted as confirmation.**
- c. All players must nominate Warwickshire as their County of Primary Allegiance (for further information please see <http://www.ebu.co.uk/competitions/regulations/county-allegiance>)
- d. The status of this event and round completion dates are available on the EBU website via the link <https://www.ebu.co.uk/results/knockouts> under Warwickshire.

#### 4. Team Regulations

- a. Teams may consist of four, five or six players. Players may be added to a team at any point prior to the Final of the competition. All such additions must be confirmed with the Event Organiser before playing in any match. For the avoidance of doubt, "confirmed" means that the Event Organiser has confirmed in writing the addition of the player(s) to the team. It is the team captain's responsibility to ensure this requirement is met.
- b. No player may represent more than one team in any one season.
- c. The Pachabo may be played online or face-to-face. As soon as it is known which of these it will be, confirmation will be sent to team captains.

- d. After the Goodman Cup Semi-Final matches are complete the remaining two team captains must convey to the Event Organiser which of its players are available to play in the Pachabo (which may vary according to how the Pachabo will be played). The aim is for Warwickshire to be represented in the Pachabo and the situation will be reviewed in order to achieve this aim with, ideally, established pairs from the two teams contesting the Final. If this looks to be a problem then additional players or pairs may be added to the team(s) at this stage (ie before the final is played), subject to agreement by the Event Organiser, while still conforming to the maximum of 6 players per team. If a Pachabo team cannot be formed from the Final teams, but the teams have remaining places available on their respective teams, the Event Organiser may request that players who have not previously competed in the event and who are available for the Pachabo be added.
- e. The team winning the Goodman Cup shall captain the Pachabo team. If no player is available, or willing to so do, from the winning team, the privilege will pass to the other team.
- f. Once the Goodman Cup Final result is known, the team which will represent the county in the Pachabo will be announced.

## **5. Substitutes**

- a. In circumstances where a team is not normally permitted to add a player and when the team is reduced by the death or serious incapacity of one of its members, the Event Organiser, in consultation with relevant WCBA colleagues, may authorise that a substitute player takes the place of the player who is not available for the remainder of the competition. In exercising this power, WCBA may make conditions as to the player who may substitute.

## **6. Format**

- a. A draw will be made by the Event Organiser which will also determine home and away status for each round. The 2 teams contesting the final of the previous year's competition will be seeded – one in the top and one in the bottom half of the draw. Completion dates will be set and published for each round.
- b. Matches up to the final will consist of 32 boards to be played in 4 stanzas of 8 boards. The Final will be over 48 boards to be played in 6 stanzas of 8 boards.
- c. Matches will be played over 2 sessions on separate days if requested by one of the team captains.

d. If both team captains agree then

- before the Final the number of boards may be reduced to 28 or 24 boards to be played in 4 equal stanzas
- in the Final the number of boards may be reduced to 36 or 32 boards to be played in 4 equal stanzas
- the match may be played in 2 equal halves changing opponents at half time

## **7. Arranging Matches**

- a. Rules for arranging matches can be found in Appendix 1.
- b. Once both opposing teams for a round are known then the process for arranging matches takes effect.
- c. The Goodman Cup Final **must** be played at least 1 week before the Pachabo Cup – failure to do so may result in the match being awarded to one of the two teams remaining in the final.

## **8. Spectators/Kibitzers**

- a. Kibitzers will not be allowed.

## **9. Seating Rights**

- a. The home captain (ie the team setting up the match) will have seating rights for the first stanza.
- b. The same 2 pairs must not play against each other in 2 consecutive stanzas. This includes where matches are split over 2 sessions/days.

## **10. Systems & Conventions**

- a. Level 4 permitted conventions as defined by the English Bridge Union will be used.

## **11. Scoring**

- a. Scoring is by IMPs. Net IMPs at the end of the match shall determine the winner.

## **12. Late Arrival**

Late arrival will include instances where the match cannot start because of technical issues.

- a. The aim is to play the match, but in extremis should one or more members of a team arrive more than 30 minutes after the agreed start time, its opponents have the following rights:
  - i. After 30 minutes of late arrival (notified or not) and then for each completed 15 minutes delay, the match is to be reduced by two boards, awarding the non-offending side 3 IMPs per board. A short play period is to be played, removing board one onwards, in order to produce stanzas of 8 boards thereafter. The maximum number of boards which can be removed is 4.
  - ii. If both teams are late then the above regulations apply from the time that the first complete team is present, ie 4 members of the team are present and ready to play.
  - iii. After 60 minutes of late arrival, the match will not be played. The Event Organiser will be informed of the situation and will decide whether, having consulted with relevant WCBA colleagues, the match is to be awarded to the non-offending side or is to be rescheduled.
  - iv. If a player or players disconnects and there is no contact after 15 minutes team captains will agree the score so far (ie those common boards having been played at both tables – NB BBO plays the board from 1 upwards at both tables).
    - If contact has been made and the match can be completed, 30 minutes will be allowed from the point of contact for this to occur. Should the match be abandoned then the provisions of iii above apply.
    - In the unlikely event that a disconnect occurs where a board, or boards, played where the result(s) of which could be beneficial to the team not experiencing the player disconnect(s), a TD should be called to consider the situation.

## **13. Rulings**

- a. Please use a TD from the list of TDs on the WOC website. It will assist if you can add the TD as a TD in your match. The person who set the match up needs to do this:  
<https://www.bridgewebs.com/warwickshire/Adding%20a%20TD%20to%20your%20Teams%20Match.pdf>
- b. There is a WhatsApp group for calling a Warwickshire TD:  
<https://chat.whatsapp.com/JkmTXyPpMdM8jFDme8G1oa>
- c. There will be no appeals; the TD's ruling (having heard each side's case) will be final.

#### **14. Ties**

- a. In the event of a tie, additional stanzas of 4 boards each shall be played until the tie is broken. Seating rights in these stanzas will be the same as the seating rights for the rest of the match.

#### **15. Master Points**

- a. Master points will be awarded to winning teams and will be green points. In order to qualify for master points a player must have played at least one third of the total number of boards played in the match except that, where a match in play is conceded before conclusion when players in the winning team will earn their full entitlement to any award if they have already played in the match and could have earned their entitlement by playing the remaining boards.

#### **16. Trophy**

- a. The winning team will be awarded the **Goodman Cup**.

#### **17. Qualification To**

- a. The team winning the Goodman Cup is automatically entitled to represent Warwickshire in the **Pachabo Cup**.
- b. Alternatively, the Event Organiser may seek to add additional players from the runners-up team to make a new team of four, five or six players to participate in the Pachabo.
- c. Failing that, the County may be represented by its runners-up team, comprising four, five or six players

#### **18. Contact**

Event Organiser :

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## **Appendix 1**

### **Rules for Arranging Matches**

#### **1. The Draw**

The draw has been made for the whole competition. This draw is on the EBU website via the link <https://www.ebu.co.uk/results/leagues> which provides completion dates for each round. Contact details for all team captains will be sent to each team captain along with confirmation of the draw.

#### **2. Offering Dates**

The privilege of offering dates rests with the home captain.

- a. Dates should be offered within 7 days of the opposing team being known.
- b. A valid offer consists of at least four dates which meet the following requirements:
  - All dates must fall on or before the published round completion date
  - There must be at least four clear days between the day the offer is made and the first of the dates offered (eg if the offer is made on Monday then Saturday is the earliest valid offer)
  - No more than two of the dates fall within any one 7 day period
  - At least one weekend and one weekday date are included in the offer
  - Captains are required to confirm a starting time when agreeing a date. In the absence of a mutually agreed alternative, this will be 2pm in the case of a weekend match (1pm in a match of 48 boards), and 7pm in the case of a weekday match. The offer of a date with a different starting time is not a valid offer unless the proposed starting time is acceptable to the opposing captain. Thereafter, breaking an agreement as to starting time is equivalent to breaking an agreement as to date.

#### **3. Responding to Dates Offered**

The away captain should reply within a week, either to accept one of these dates, or to offer alternatives.

#### **4. Venue**

Matches will be played online unless both team captains agree to play face-to-face. If a face-to-face match is agreed then the following rules will apply.

If the home captain proposes to play the match at his home or another private location then the following must apply:

- a. The environment must be clean, quiet and comfortable.

- b. The venue must conform to all government Covid-19 rules in effect at the time.
- c. There must be no smoking in the playing areas unless specifically agreed by both captains. Arrangements to accommodate smokers must be provided.
- d. If the away captain gives sufficient notice that one or more of his team has special requirements, eg disability, allergies, then the home captain is required to provide a suitable venue to accommodate them.
- e. Refreshments must be provided unless specifically agreed with the away captain.
- f. Bidding boxes must be used.
- g. Sufficient boards to play the match must be provided. These may be dealt at the table or duplimated (see Common Rules).
- h. Suitable tables must be provided in two separate rooms (or in one room with significant space to ensure conversation cannot be overhead).

If the home captain is unable to comply with the requirements of the away team then the away captain may elect to play the match at a venue provided by, and paid for, by his team. In this case the away captain assumes the right to offer dates as described below.

If the away captain considers that the intended venue involves an excessively long journey (in terms of distance and/or time), they may propose an alternative, intermediate, venue which satisfies the above rules. In making such a proposal, the away captain accepts that if the intermediate venue is agreed to by the home captain, his/her team will meet half of the intermediate venue costs. NB This clause does not place any obligation on the home captain to accept an alternative venue.

## **5. Communications**

- a. Once an opposing team is known the team captains should get in touch with each other, preferably on the same day.
- b. After each match, the winning captain will, within 48 hours of the match being played, enter the result on the EBU website under My EBU/Utilities/EBUKnockout. The next opponent can then be found by checking results (see The Draw above).
- c. Throughout the competition the outcome of any telephone conversations must be confirmed by email, a copy of which must be retained.

## **6. Dealing with Problems**

- a. If the home captain has been dilatory in offering dates and has failed to offer four valid dates within 7 days of the draw being issued then the away captain may give notice of his intention to take over this privilege. To do so he must formally advise the home captain of his intention. Such an intention may not subsequently be withdrawn. The home captain then has 24 hours in which to offer four valid dates.

Upon expiry of this time and in the absence of a valid offer, the privilege of offering dates is transferred to the away captain who must then make a valid offer to the home captain within one week.

- b. Late matches disrupt the competition. Any difficulty in arranging a date **must** be notified to the Event Organiser in a timely manner, no later than 7 days before the published completion date. With the exception of the Final, the Event Organiser has the authority to grant an extension to a round completion date of up to 2 weeks, only in exceptional circumstances. Any extension beyond this would require the approval of the Competitions Committee. No extension will be permitted for the Final.
- c. An unplayed match may be awarded against the team who broke an agreed date or who has been at fault in failing to agree a date to play the match. Any such awards will be determined by the Competitions Committee who will take into account all relevant facts.
- d. A team captain who fails to fulfil the obligations contained in these rules will lose all such rights in the next match and will be required to accept one of the four dates offered by the opposing captain. The offending team captain will, however, be given the opportunity, within 48 hours of being formally notified of the situation, to set aside up to four dates on which that team is not available. Thereafter, failure to accept one of the offered dates will lead to the match being forfeited, unless there is documentary evidence of an exceptional circumstance that the Competitions Committee should consider.