

**Warwickshire Teams League**  
**Rules & Conditions of Competition**  
**Current for 2019/20 Season Only**



**0. Changes**

- a. Clause 9 (Late Arrival) rewritten to focus more on remedies rather than on penalties.
- b. Option for away captain to offer an intermediate venue added (Appendix 1.5).

**1. Summary of Competition**

- a. This is a teams of four league for Warwickshire players. Teams may consist of between four and twelve players all of whom must be members of EBU and WCBA.

**2. Eligibility**

- a. All players and substitutes must be members of the EBU and WCBA (ordinary, dual or direct). Membership of the WCBA is by registering Warwickshire as a player's primary county of allegiance with the EBU or having been accepted as a dual member.
- b. Teams may represent a club or organisation, or may consist of a group of individuals independent of any organisation.
- c. If a team represents a club or organisation then all players and substitutes must also be members of that club or organisation.

**3. Entry**

- a. Entries should be sent to the League Secretary (ref. Section 17 below) either by email or by post before the last Sunday in August.
- b. The entry must contain the names and EBU numbers of the players in the team. More players can be added later provided the total number of players does not exceed twelve.
- c. Each team must also provide the names, telephone numbers and email addresses if possible, of 2 contacts in the team with their entry. The primary point of contact should be the person in the team responsible for arranging matches.
- d. Players can be officially added to a team by the team captain informing the League Secretary formally by email or letter in advance, giving the information required as in (b) above. Players will be eligible to be added as long as they have not played for a different team in the same Division or a team in a higher Division except as a substitute, and as long as the number of players in the team does not exceed twelve.
- e. Players can be officially removed from a team by the team captain informing the League Secretary formally by email or letter, provided they have not already played in a match.
- f. Entry is free of charge.

#### 4. Substitutes

- a. A member of a team may only substitute for another team in a higher Division.
- b. Any player who is a member of one team and who substitutes in another team more than twice in a season will be deemed a member of the other team. Their membership of their original team will be revoked. The results for the original team will stand and the player will still count towards the twelve permitted players for that team.
- c. Any player who is not a member of a team, but would be eligible to be such a member, may substitute for another team member. Such a player will be deemed a member of that team when they are fielded more than twice in any one season.
- d. Any proposal to field a substitute player should be notified to the League Secretary for ratification at least 3 days before the substitution is due to take place. Failure to do so may result in a fine being applied to the offending team's overall VP score, the amount of the fine will be decided by the League Management Committee.
- e. In an emergency, for example where a team member does not turn up for a match, a substitute player, who satisfies the eligibility rules in (a) to (c) in 2 (Eligibility) above, may be played without prior notification. However, the substitution must be brought to the attention of the League Secretary within 24 hours of the substitution taking place. Failure to do so may result in a fine being applied to the offending team's overall VP score, the amount of the fine will be decided by the League Management Committee.
- f. Any substitute must be added to the team list on the EBU's Management System.

#### 5. Format

- a. Teams in any one match comprise four players. Matches will be of 28 boards played in two sets of 14 boards, with each pair playing each of the opposing pairs.
- b. The formation of Divisions will depend upon the number of entries. The ideal structure will be as below. The League Management Committee, however, has the power to adjust these numbers should circumstances require it.

<b>Number of Teams</b>	<b>Division 1</b>	<b>Division 2</b>	<b>Division 3</b>	<b>Division 4</b>
16	8	8		
17	9	8		
18	6	6	6	
19	7	6	6	
20	7	7	6	
21	7	7	7	
22	8	7	7	
23	8	8	7	
24	8	8	8	
25	9	8	8	
26	9	9	8	
27	9	9	9	
28	7	7	7	7
29	8	7	7	7
30	8	8	7	7
31	8	8	8	7
32	8	8	8	8

## 6. Arranging Matches

- a. See Appendix 1.

## 7. Systems and Conventions

- a. Conventions up to and including EBU level 4 are permitted.

## 8. Scoring

- a. Scoring is by IMPs converted to Victory Points on the following scale:-

<b>IMP</b>	<b>VP</b>
0-1	10-10
2-6	11-9
7-11	12-8
12-17	13-7
18-23	14-6
24-29	15-5
30-37	16-4
38-46	17-3
47-57	18-2
58-71	19-1
72+	20-0

- b. If a team fields an ineligible player the match is void and the offending team fined 4VPs from their overall league total. The match will be replayed, subject to the provisions of section 6.

## 9. Late Arrival

- a. Where a team or one or more of its members does not arrive on time and is not expected to arrive within 30 minutes of the agreed starting time, the team's captain should do their utmost to warn the opposing captain. Where the failure is due to circumstances beyond the team's control, eg death of a close family member or involvement in a road traffic accident, the priority should be for the captains to agree an alternative date.
- b. In other cases, the presumption should still be in favour of rescheduling, but when this cannot be agreed between the opposing captains, the following provisions will apply.
  - i. the first 30 minutes' delay shall incur no penalty
  - ii. after that, one board will be removed from the contest for each further 7 minutes' delay and 3 imps credited to the non-offending side for each board removed
  - iii. when the delay beyond the original agreed starting time has passed 90 minutes, the non-offending side may claim the match
  - iv. when the delay beyond the original agreed starting time has passed 90 minutes, the non-offending side may claim the match
- c. Any disagreement between captains about the validity of any mitigating circumstances will be determined by the League Secretary, whose decision shall be final

## **10. Rulings & Appeals**

- a. Please refer to the Common Rules for information on how to obtain a ruling or conduct an appeal.

## **11. Results and Tables**

- a. Captains should enter the result and the team members for each match on the EBU League Management System which they will be able to access via a link on their individual EBU member area.
- b. League tables based on results received will be available via a link on the WCBA website.

## **12. Ties**

- a. At the end of the season ties will be broken by consideration of the VPs won in the matches between the tying teams. If the VP result was a draw, the IMP score will be used. If there is still a tie, it will be broken in favour of the team with the better IMP difference over the whole season.

## **13. Master Points**

- a. Local points will be issued automatically at the end of the season.

## **14. Promotion and Relegation**

- a. Subject to (b) below, at the end of the season the top two teams in each Division will be promoted to the next higher Division, and the bottom two teams will be relegated to the next lower Division.
- b. In the case of the lowest Division either, or both, of the teams in the promotion zone may exercise the option, once only, of declining promotion. This option will not be available to any team who has previously played in a higher Division. Where team members have changed, the League Secretary will decide on an application to decline promotion.
- c. Where a team or teams have declined promotion, one or both of the teams relegated from the next higher Division will not then be relegated, subject still to (d) below.
- d. The Executive Committee retains the right to adjust the number of teams in any Division by further promotion or relegation, or by non-promotion or non-relegation, or by accepting new teams at its discretion.
- e. Should the number of Divisions have to be altered any such change will be based on the order of merit in the most recent season.

## **16. Filling Vacancies**

- a. New entrant teams will be placed according to their ability and availability of places, but the default placement will be into the lowest Division. No new team will be placed in Division 1.
- b. Once any new teams have been placed, if any vacancies still exist in a Division other than the lowest Division, they will be filled as follows using data from the preceding season :
  - i. The difference in VPs between the highest placed team relegated from the Division with a vacancy and the team immediately above them will be compared to the difference in VPs between the highest placed team not promoted from the Division below and the team immediately above them, ie the 2<sup>nd</sup> team to be promoted. The team with the smallest difference in VPs will be promoted to the Division with the vacancy.
  - ii. An example might be – the team who finished 6<sup>th</sup> in Division 1 scored 5 VPs less than the team finishing 5<sup>th</sup>; the team finishing 3<sup>rd</sup> in Division 2 scored 1 VP less than the team finishing 2<sup>nd</sup>. So the team finishing 3<sup>rd</sup> in Division 2 would be promoted to the vacant place in Division 1.
  - iii. In the event that the VP difference is the same then priority for promotion will be given to the highest placed relegated team.
- c. Decisions on placement of new entrants and the filling of vacancies will be made by the League Management Committee and their decision shall be final.

## **17. Contact**

- a. Event Organiser

League Secretary: Derek Oddy (0121 705 4841), [league@warwickshirebridge.co.uk](mailto:league@warwickshirebridge.co.uk)

## Appendix 1

### Rules for Arranging Matches

#### 1. The Draw

A fixture list is sent out to captains by the League Secretary. It will include a suggested month for each match. The list provides contact details for all team captains.

#### 2. Offering Dates

The privilege of offering dates rests with the home captain.

A valid offer consists of at least three dates which meet the following requirements:

- a. All dates must fall on or before the end of April
- b. They should ideally be in the suggested month
- c. 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 Sunday then Friday is the earliest valid offer)
- d. No more than two of the dates fall within any one seven day period
- e. Not all dates can be on the same day of the week, unless agreed by both captains.
- f. The start time will be 7pm except where an alternative is agreed by both team captains.

#### 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. Communications

After each match, **BOTH** captains will, within 48 hours of the match being played, enter the result of the match on the EBU website under My EBU/Utilities/EBULeague. This will include:

- a. Which team members played in the match
- b. The number of boards played
- c. The match result (both IMPs and VPs).

Throughout the competition the outcome of any telephone conversations must be confirmed by email, a copy of which must be retained.

## 5. Venue

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

- a. This must be agreed with the away captain
- b. The environment must be clean, quiet and comfortable.
- 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, but need only be minimal (eg tea and biscuits).
- 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.

## 6. Dealing with Problems

- a. If the home captain has been dilatory in offering dates 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 three 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 League Secretary in a timely manner, no later than the end of March, giving details of the attempts made. The League Secretary has the authority to grant an extension only in exceptional circumstances.
- c. An unplayed match at the end of the season will be scored as follows :
  - i. If both teams are deemed to be at fault the match score will be 0-0
  - ii. If only one team is deemed to be at fault the match score will be 14-0 in favour of the non-offending team
  - iii. If a team is unable to play a match due to extreme circumstances (such as the death of one of its players) and the team has otherwise observed the rules then, at the discretion of the League Secretary, the match score will be 14-6 in favour of the non-offending team
- d. If a team fails to complete half of its matches all of its results will be declared void.
- e. In the unlikely event that a venue cannot be agreed then the League Secretary will specify where the match will be played. Any team who declines to play the match at this venue will be deemed to have withdrawn from the competition.