

REGULATIONS FOR THE YOUNG CHELSEA SUPER LEAGUE V1.2

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1. AUTHORITY

The YOUNG CHELSEA SUPER LEAGUE is played as a level 5 competition.

Any issues and difficulties which are raised during the season will be resolved by the YC Super League Organising Committee (SLOC), acting in conjunction with the team captain where necessary.

2. GENERAL PROVISIONS

The YCSL is played under the laws of Duplicate Bridge 2017 with such modifications as have been approved by the WBF Laws Committee.

2.1 ELIGIBILITY TO ENTER

The YCSL is open to any player who is in good standing with the YCBC and who is known to the SLOC to be a player of good sportsmanship and with high ethical values.

The SLOC has the right to deny any player entry to the competition without stating its' reasons.

2.2 FORMAT

Matches are played over 24 boards, in two stanzas, of pre-duplicated hands, by teams of four to six players.

Scoring is by IMPs, converted to Victory Points according to the following continuous scale:

0	10.00	20	14.26	40	17.13	60	19.06
1	10.25	21	14.43	41	17.25	61	19.14
2	10.50	22	14.60	42	17.36	62	19.22
3	10.75	23	14.76	43	17.47	63	19.30
4	10.99	24	14.92	44	17.58	64	19.37
5	11.23	25	15.08	45	17.69	65	19.44
6	11.46	26	15.24	46	17.79	66	19.51
7	11.68	27	15.39	47	17.89	67	19.58
8	11.90	28	15.54	48	17.99	68	19.65
9	12.12	29	15.69	49	18.09	69	19.72
10	12.33	30	15.83	50	18.19	70	19.79
11	12.54	31	15.97	51	18.29	71	19.85
12	12.75	32	16.11	52	18.38	72	19.91
13	12.95	33	16.25	53	18.47	73	19.97
14	13.15	34	16.38	54	18.56	74	20.00
15	13.34	35	16.51	55	18.65		
16	13.53	36	16.64	56	18.74		
17	13.72	37	16.77	57	18.82		
18	13.90	38	16.89	58	18.90		
19	14.08	39	17.01	59	18.98		

2.3 TEAMS

Teams are allowed up to eight members, with no more than six players playing in any one match.

No player may be part of more than one team in the YCSL during any season. One player will be assigned captain of the team.

Substitutes are allowed given that they comply with the section regarding eligibility to enter (see 2.1) and that they are not part of another team in the same division, or have played substitute in another team in the same division during the same season.

Any player, part of a team in division one, playing as a substitute in division 2, will

incur an automatic handicap of 1 IMP per board.

2.4 LINEUP

It is the responsibility of the captains to ensure that the players sit in the right direction, that the score is recorded correctly and to communicate with the SLOC regarding any issues relating to the YCSL.

In the case of more than four players taking part in any one match for one team, the opposing captain must be notified before the match, and the team forfeits any seating rights throughout the match.

No more than six players may be used by any team for any one match.

For the second stanza, both pairs on one team, according to the seating rights (see 2.9) will change seats to face new opponents.

In the case of a team using a third pair for the second stanza, the remaining pair must not play the same opponents again.

In the case of one team re-arranging the partnerships within the team for the second stanza, the opposing team shall have full seating rights for that stanza.

All formations must remain constant throughout the stanza, with the exception of players unable to complete the match (see 5.4).

2.5 THE DRAW

The draw will take place before the start of the season. The first season a ranked based draw was done. It is possible that the SLOC decides to do a random draw going forward.

2.6 REARRANGING MATCHES

Rearranged matches must be played at the host venue after the first date and before the last date of the season for the division in question. A request for postponement of a match needs to be made by email to Jonathan Lillycrop (YCSL TD) <jlillycrop@gmail.com> and cc : youngchelsea@btconnect.com. It is the responsibility of the captain of the team requesting the match be rearranged to ensure that the TD has been informed.

If any team needs to rearrange a match, the following will apply:

- a) Until one week before the start of the season teams can give notification of any dates during the season when they are unable to play. Where possible the draw will be done (or altered) so that teams who both cannot make a date are playing each other. Where this is not possible the match will be played on a mutually convenient alternative date by agreement of the two captains. There will be no fine.
- b) Provided notice is given to the TD at least two weeks before the playing date then the match will be played on a mutually convenient alternative date by agreement of the two captains. There will be no fine.
- c) If notice is given to the TD less than two weeks before the playing date then the match will be played on a mutually convenient alternative date by agreement of the two captains but the team requesting the rearrangement will be fined 1VP.
- d) If a team fails to turn up having notified their opposition but not the TD then this will be treated under c) above.
- e) If a team fails to turn up having not notified the TD or their opposition beforehand then the opposing team will be given a walkover. The walkover will be scored as follows:

The opposing team of the team that failed to turn up will score the highest of:

- 1) 12 VPs
- 2) Their Average VP score for the season
- 3) 20 - Average VP score of the team that failed to turn up for the season

This is to be calculated at the end of the season when all matches have been played. The team that failed to turn up gets 20 less that score.

2.7 SPECTATORS

Spectators must accept the wishes of a player who does not want to be watched, but a spectator cannot be prevented from watching another player at the table who does not object.

All spectators must behave in accordance with law 76 of the Laws of Duplicate 2017.

2.8 SAME POLARITY AT BOTH TABLES

In the event that both pairs in a team win in the same polarity on one stanza, the score for the stanza will be zero.

The stanza that has been completed in the match will determine the score in the match according to the same scoring method as for a full 24-board match.

Both pairs at the table are equally responsible for making sure that they sit in the correct positions, and no one pair can be held responsible over another.

2.9 SEATING RIGHTS

In every match, there is a designated home and away team. The home team is the first named team in the draw for that round.

Teams are designated Red or Blue colour on the score sheet. They need to sit on the line corresponding to their colour on the table card. The red team will be stationary and the blue team moving at half time.

2.10 OVERALL RANKING

The ranking within the division is decided by the number of VPs.

Should two or more teams finish with the same number of VPs, the outcome will be decided by the VP result in the match(es) between the teams.

Should the VP result in the matches between the teams fail to produce a winner, extra boards in lots of four will be played to decide the outcome.

2.11 RULINGS

If a ruling is needed the director should be called to the table. If it is a rearranged match where a director is not present then for straight forward cases the players may be able to read the appropriate laws themselves and resolve the situation; there is a law book at the director's desk in the main playing room. If there is uncertainty and for more complicated matters Jonathan Lillycrop can be contacted by phone on 07838 381933.

If a team wishes to appeal a ruling the standard Young Chelsea appeals process will be used which can be found [here](#).

2.12 FORFEITS

A match forfeited for any reason may result in that team deemed ineligible to participate in the YCSL.

A forfeited match will result in the opponents scoring the higher of

- a) Their average score for the season, or
- b) The average score of the retiring team's opponents prior to the forfeit.

2.13 DROP-OUTS

Any team dropping out of the YCSL may be deemed ineligible to participate in the YCSL by the SLOC.

Teams who have yet to play the dropped-out team will receive the higher of

- a) Their average score for the season, or
- b) The average score of the dropped-out team's opponents.

2.14 OVERHEARING

In the case of a player overhearing any conversation about a board yet to be played at his table, the player should immediately notify a member of the SLOC.

If the SLOC deems the board unplayable, it should provide the table with a substitute board to be shuffled and played.

Any player discussing a board in such a way that information can be overheard will receive a warning. Failure to correct this behaviour will result in a penalty of 1 VP for the offending team, and their match will be given a substitute set of board for completion of the match.

3 BEHAVIOUR

The aim for the YCSL is for all players to enjoy their game and the atmosphere at the table at all times, and at no time feel uncomfortable at the table because of another player's behaviour.

If any player behaves in such a way that it causes aggravation to any player, kibitzer or staff, a warning will be issued to the player and the captain of the team notified.

Should the player's attitude not improve as a result of this, the SLOC have the right to ban the player from the competition for such time as it deems appropriate.

4. SYSTEMS AND CONVENTIONS

4.1 *BIDDING METHODS*

Two identical convention cards must be presented to the opposition before each stanza. There are no restrictions as to what bidding methods are allowed.

However, the opponents should not be at a disadvantage due to lack of information about a system.

Inaccurate, inadequate or late disclosure, or use of methods not permitted by regulations, such as the use of encrypted signals, can all give rise to a successful claim of damage on a deal, and to the method being disallowed until adequate disclosure is provided.

Where unusual methods are used, appropriate notice must be given to the opposing team for them to agree on defensive methods.

Where Highly Unusual Methods (HUM) are used, the opponents must be notified at least on the playing date prior to the match in question, and all seating rights will be forfeited.

Both players in a partnership must use the same bidding and carding methods throughout a stanza.

4.2 CARDING METHODS

All systems of leads, signals and discards are permitted providing that reasonable detail can be provided on the convention card, and that no signal given to partner is based on information not available to declarer (encrypted signals).

4.3 ALERTING PROCEDURES

No player may request his opponents not to alert.

The alerting procedures to be followed are those set out in section 5 of the EBU Orange book,

In the absence of an alert, the opponents are entitled to assume that a call is natural and carries no meaning other than what can reasonably be understood by the opponents.

No play of the cards is to be alerted.

5. PLAYING TIME

5.1 LENGTH OF MATCH

The playing time for 24 boards is 3hr 15 min. Boards not played within this time may be removed.

If any pair feels they may have been damaged by the slow play of an opponent, they should seek a ruling. If the Director can establish that one side is largely at fault for the slow play, a penalty of 3 IMPs for every board not completed may be imposed.

5.2 LATE ARRIVAL

If any part of a team, without giving notice, arrives more than 10 minutes after starting time, the opposing team has the right to remove one board from play and claim a 3 IMP penalty. Further reductions, at the same rate, may be made for every additional 5 minute period. The match will be ruled a walkover if the delay exceeds 25 minutes.

If notice is received from any member of the opposing team that all, or part of, the team will arrive late due to circumstances beyond their control, boards may be reduced at the same rate as above, but no penalty will be issued.

The match will be ruled a walkover if the delay exceeds 45 minutes.

Any team may choose to waive all, or part of, these penalties, and may choose, in agreement with the opposing captain, to cut the number of boards in a match with a late start.

5.3 PLAYER UNABLE TO COMPLETE A MATCH

All players must be prepared that the match may take up all of the allocated

playing time, and must not put pressure on any opponent to play faster.

Should a player, for any reason, be unable to complete the match, the captain will have the option of completing the match with a substitute, or else concede the match

The substitute must not be part of another team in the same division.