NATIONAL TEAMS LEAGUE



REGULATIONS

INTRODUCTION

Various general regulations and conditions of play apply to all English Bridge Union competitions which involve matches played privately. These are contained in a separate document, <u>General Regulations for EBU Knockout and League</u> <u>Competitions</u>, which should be read alongside this document which contains the regulations specific to this competition. In the event of a conflict between the regulations in this document and those in the General Regulations document, those in this document shall prevail.

All these regulations and conditions are supplementary to, and in certain cases a replacement of, general EBU regulations as contained in various EBU publications (e.g. <u>Blue Book</u>, <u>White Book</u>, <u>website</u>). All such general EBU regulations continue to apply unless specifically stated otherwise.

The National Teams League is an online competition and the online match regulations (General Regulations: Section F), apply to matches played online.

Any correspondence or enquiries regarding this competition should initially be addressed to:

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SPECIAL REGULATIONS

- 1 Entry is limited to EBU members and members of other NBOs.
- 2 Teams may consist of four to eight players. Teams of fewer than eight players may add additional players prior to the midpoint of the season. Players may not be a member of more than one team.

Substitutes will be allowed, on application to the EBU, to allow teams to complete their fixtures, provided the substitute does not materially strengthen the team. These substitutes may not be a member of any team, and may act as substitute only once for any given team, but may be a substitute for more than one team in a season.

- 3 Matches consist of 16 boards in two stanzas of 8, with a compulsory change of opponents for the second stanza. Up to six players may represent the team in any one match.
- 4 Limited seating rights apply. The first named team in the draw is 'Home' and has seating rights in the first stanza. The other team is 'Away' and has seating rights in the second stanza subject to compulsory change of opponents.
- 5 Scoring is by IMP converted to decimal Victory Points, on the WBF 'continuous' scale.
- 6 The number of divisions will be determined when entries are known. For the first season, teams were assigned to a division based on NGS.
- 7 At the end of each season at least one and usually two teams will be promoted to the next higher division (if there is one) and usually two teams, occasionally three, will be demoted to the next division down.
- 8 For purposes of retaining their place in the divisions for the new season, a team for the new season must be substantially unchanged: retaining more than half of the team from the previous season retaining 3 players from a team of 4 or 5, 4 from a team of 6 or 7, and 5 from a team of 8 but may add more players to make a bigger team than before.
- 9 New teams for subsequent seasons will also be assigned based on NGS but will usually start one division lower than their average NGS suggests.
- 10 The draw will be announced when teams have been assigned to divisions. The dates by which each round must be played will be found on the <u>main event</u> and Season 4 results pages of the EBU website.
- 11 Matches will be played on Wednesdays at 7:30pm unless both captains agree otherwise. The default arrangement is for matches to be played on RealBridge, but matches can be played on BBO instead <u>if both teams agree</u>. RealBridge matches will use screens and self-alerts and will be graded for NGS. See <u>RealBridge-with-screens</u>

- 12 Captains can arrange to play matches at another time if they both agree. Rearranged matches must be played no later than the last scheduled RealBridge session.
- 13 Any match that is unable to be played will be scored using the formula in <u>General Conditions of Contest</u> Appendix C: Calculation of results for unplayed or forfeited matches – Matches scored with a 20-0 VP scale.
- 14 Level 4 agreements are permitted throughout the competition.
- 15 Master Points will be awarded for matches won as follows, and for final ranking (top quarter) in each division. With three divisions, division 1 will award Green Points, division two Blue Points and local points in division three.

Awards for Seasons 1 - 3

Division 1: match won awards 0.72 GP, ranking awards in increments of 0.81 GP.

Division 2: match won awards 0.60 BP, ranking awards in increments of 0.68 BP.

Division 3: match won awards 48, ranking awards in increments of 54.

16 Prizes will be awarded to the winner of each division – free entry to the following season of National Teams League.

GENERAL REGULATIONS

The following important points in the General Regulations should be noted:

- Requests for rulings must be made within 60 minutes of the end of the match. There is no TD assigned for the privately arranged matches, and clicking on the TD button on BBO will simply send a message to the team captain who set up the match. When requesting a ruling, it is helpful to send a link to the hand in question and a screenshot of any relevant chat.
- UNDOs are allowed only for mechanical errors (misclicks) or misinformation during the auction. An undo may not be granted during the play of the hand and should not be asked for. To help avoid mechanical errors, it is recommended to switch on "confirm card" and "confirm bid" in your BBO account settings. (Account → Settings → Confirm.)
- Players should disclose their agreements properly to their opponents. They may exchange system cards with each other before the start of play by email, or have completed online system cards available for their opponents to refer to. Only if playing extremely straightforward methods is it adequate to merely provide a simple description when starting the match.
- Any call that would be alerted or announced in a face-to-face game, should be alerted by the by the player making the call, by typing a short explanation. Bids and passes above 3NT should continue to be alerted if artificial or unexpected. Further questions and answers should always be made so that the player's partner does not see them.



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