

## EBU LOCKDOWN LEAGUE ON BBO – SEASON 8 STARTS MONDAY 11<sup>th</sup> JANUARY

Please note that any questions about rulings to [gordon@ebu.co.uk](mailto:gordon@ebu.co.uk), questions about regulations may go to either Charlie or Gordon.

The entry fee will be **£30 per team** (teams of up to eight players are allowed). Entries can be made via this [Google Form](#), and need to be filled in by **12 noon on Wednesday 6<sup>th</sup> January** including the names and EBU numbers of the team members. **Player 1** will be invoiced and are asked to pay by January 22<sup>nd</sup>.

The [Online Knockout Match Regulations](#) apply to this event except where clearly inapplicable or over-ridden by this document. The following important points in them should be noted:

- Requests for rulings must be made **within 60 minutes** of the end of the match. There is no TD assigned for these privately-arranged matches, and clicking on the TD button 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 artificial call at any level, as well as any call that would be alerted or announced in a face-to-face game, should be explained by the player making the call, using the Alert box first, to ensure that only the opponents can see the explanation. Further questions and answers should always be made so that the player’s partner does not see them.

### Seeding / Order of Divisions

Teams will be assigned to divisions based on their standing at the end of the previous season. The number and size of divisions will be decided by the organisers depending on the number of teams entering.

New teams may only join at the start of a season or as a substitute for a team that drops out. We will aim to place new teams in a suitable, but slightly lower division than merited by the strength of its players.

### Format

For all divisions, the season will consist of a single round robin which will be played in 8-board matches.

Matches are assumed to be arranged for the following times of the week for the five weeks

Monday 6pm	Round 1, 4, 7, 10, 13	(Note, one round per night)
Wednesday 6pm	Round 2, 5, 8, 11, 14	
Friday 6pm	Round 3, 6, 9, 12, 15	

Please note that divisions of less than 16 will have fewer than 15 rounds (Number of teams minus one)

The season will then recommence with a one week break on the following Monday at 6pm after the final round has been completed (unless otherwise dictated by the organisers).

Matches will consist of 1 set of 8 boards without a change at half time.

**The draw will be found on the Google Sheet made available to the Captains before the first day of the season.**

**The team rosters can be found on the Google Sheet with the draw by clicking on the name of the opposing team along with their contact information.**

### Setting up the Matches

It will be the duty of the Home Captain (specified in the Draw) to set up the home match and the duty of the away captain to ensure that the home captain has the BBO usernames of the away team. The Home Team Captain will have seating rights. Setting up teams matches requires that the host player has at least 100 logins on BBO. If you are doing to have difficulty with this, please contact us well in advance of your match. Given the amount of traffic on BBO at that time of day, please try to log in at least 10-15 minutes before your match is due to start. Please remember that 6pm is a guideline time, and not a requirement, you are free to rearrange the time of your matches if both captains agree a suitable alternative time.

The Home Captain (or if not able to do so, anyone from either team, or a friend) will set up an 8 board match on BBO using the [Create Teams Match](#) function as set out in the BBO guide. Barometer should be switched off, as should the option to allow kibitzers, unless both teams agree otherwise.

**The match shall be scored by IMPs and using random boards and converted to Victory Points.**

To convert your IMPs to VPs you will need to use the scale for 8 boards which can be found on the Google Document containing the Draw

### Results

The Captain of the winning team shall enter the Victory Points for both teams into EBULeague . To do this, they should log in to their My EBU account and then select “Utilities” → “EBULeague”.

### Rearranging Matches

Should a team be unable to make the assumed time, they should attempt to rearrange the match with the opposing captain. So long as the match(es) can be completed before the final match of the season, the result will stand. A match that cannot be played will be scored 14-6 in the non-offending team’s favour. If both teams are unable to play, the match will be scored 10-10. If a team fails to turn up, it shall be deemed 14-6 to the opposing team. If a match is curtailed due to unforeseen circumstances or technical issues, any results from the boards that have been played at both tables stand. If only one board is unplayed, the match is scored according to the [7-board VP table](#). Otherwise the remaining boards must be played to complete the match at a time convenient to both parties.

