

ONLINE KNOCKOUT TEAMS

(AND ONLINE KNOCKOUT
PLATE)



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, [General Regulations for Matches Played Privately](#) (abbreviated in this document to General Regulations), 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, those in this document shall prevail.

The Supplementary Regulations for Matched Played Online do not apply to this competition, as all relevant regulations are included specifically in this document.

All these regulations and conditions are supplementary to, and in certain cases replace, general EBU regulations as contained in various EBU publications (e.g. [Blue Book](#), [White Book](#), Diary, Website). All such general EBU regulations continue to apply unless specifically stated otherwise.

Any correspondence or enquiries regarding such competitions should initially be addressed to:

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ONLINE KNOCKOUT TEAMS REGULATIONS

- 1 The [General Regulations](#) apply except:
 - a in relation to matters which have no relevance in the case of matches played online (e.g. smoking, mobile phones (but see Regulation 11), venues, refreshments, dealing); and
 - b insofar as varied by the regulations in this document.

In relation to matters such as draws, dates and times, late arrival, seating rights, tie breaks, additional players, rulings and the like, please therefore refer to the General Regulations.
- 2 Teams are limited to six players, of whom at least four must be nominated at the time of entry. Teams of fewer than six players may add additional players prior to playing their semi-final match. Thereafter, players may only be added to a team provided that the Chief TD or Deputy Chief TD, or an officer of the Board acting on their behalf, is satisfied that the addition does not materially strengthen the team. In either case the maximum of six players per team still applies. No player may represent two different teams in one season.
- 3 The default online “venue” for online knockout matches is Bridge Base Online (www.bridgebase.com), which is free to join. Alternatively, the captains may agree to use a different online provider, e.g. Bridge Club Live.
- 4 Information about running teams matches on BBO can be found at http://www.bridgebase.com/help/v2help/team_games.html. Please note that users with fewer than 100 logins are unable to create teams matches on BBO. Team captains who anticipate that none of the players in a match will fulfill these criteria should contact gordon@ebu.co.uk in advance of the match being played so that arrangements can be made for it to be hosted by a non-player.
- 5 Matches in all rounds prior to the semi-finals will be played over 24 boards, to be played (unless Regulation 6 applies) in two stanzas of 12 boards with a compulsory change of opponents at half time. The match should initially be set up in the online software as a 12-board match, and another 12-board match set up for the second half to allow for the change of line-ups.
- 6 Where a team has more than four players who intend to play in the match one pair may be replaced by the sitting out pair (or a player by a sitting out player) after six boards of a 12-board stanza provided that notice of this intention is given to the opponents before the start of the stanza. In that event, that stanza should be set up as two 6-board matches.
- 7 The captain of the Home Team shall have seating rights in the first stanza.

- 8 The semi-finals and final will be played over 32 boards, in four stanzas of 8-boards. Seating rights apply as set out in the [General Regulations](#). The match should initially be set up as an 8-board match, and further 8-board matches set up for the remaining stanzas to allow for possible changes of line-up.
- 9 The following settings should be used when creating online teams matches, unless the software makes this impossible:
 - a Scoring should be by IMPs.
 - b Kibitzers should not be allowed.
 - c “Undos” should be allowed, but only during the auction. Players should be clear that they only exist for mis-clicks and do not allow changes of mind – i.e. they effect changes that would be allowed under Law 25A. Since cards are not “designated” when playing online, Law 45C4b does not apply.
 - d The auction should not be visible during the play period;
 - e The play of quitted tricks should not be visible;
 - f The match should not be “barometer” – i.e. the players should not know how they are scoring until the end of the stanza;
 - g “Use random deals” should be selected.
- 10 For the purposes of the provisions of the [General Regulations](#) relating to late arrival, a player is considered to have arrived when logged in to the online game provider, and ready to play.
- 11 Players must not be in the same room as any other member of their team or within hearing range of them while playing. They must not communicate privately with any other member of their team by any means while play of a stanza is in progress at either table.
- 12 Should connection or power problems interfere with a match and cause its completion to be postponed, the result of all boards that have been played by both tables will stand; results that have only been played at one table will be cancelled.
- 13 There will be no seeding in the competition.
- 14 In order to accommodate late entries for a limited period, the draw for Round 1 will be provisional to the following extent. In the event of an odd number of timely entries, the Bye given to one team will be provisional, and that team will be paired against the first late entry received. Any subsequent late entries will be paired against each other in order of receipt.
- 15 There will be no byes in Round 1, except in the event of an odd number of entries. In order to reduce the field to 16 teams for Round 3, byes will be

allocated in Round 2. These will be allocated at random, except that a team which received a bye or a walkover in Round 1 will not receive a bye in Round 2.

- 16 Level 4 agreements are permitted throughout the competition.
- 17 Teams should exchange system cards with each other before the start of play, either in advance by email, or by having completed online system cards available for their opponents to refer to before the start of the match.
- 18 Normal alerting and announcing rules apply, subject to two exceptions:
- a If the software allows, players should alert their own calls, and not their partner's, ensuring that only their opponents and not their partners can see the alerts and any explanations.
 - b If (but only if) the software allows self-alerting as mentioned in paragraph (a), Regulation 4 B 4 of the [Blue Book](#) does not apply and calls above 3NT should be alerted if not natural, or if natural with an unexpected meaning.
- 19 The dates by which each round must be played will be found on the [main event](#) and [results](#) pages of the EBU website.
- 20 Master Points will be awarded in the form of Green Points for each round won as follows:

R1	R2	R3	Quarter- finals	Semi- finals	Final
1	1	1.5	2	3	4

All awards quoted are per player, subject to that player having played at least one-third of the total number of boards in the match concerned. Master Points will be direct-credited as soon as practicable after the conclusion of each round.

SUPPLEMENTARY ONLINE KNOCKOUT PLATE REGULATIONS

- 21 The Online Knockout Plate competition is open to all teams who are defeated in their first match of the main event, whether this is in Round 1, or following a Round 1 bye or walkover, in Round 2. There is no additional fee for the Plate, and it will be assumed that all eligible teams will wish to enter the Plate unless the EBU Competitions Department is advised to the contrary.
- 22 Regulations 1-13 and 16-20 shall apply to the Plate as they do to the Online Knockout Teams, subject to the amendments in Regulations 23, 24, 26 and 27.

- 23 For the purposes of Regulation 2 a team is considered to be a single team throughout its participation in the Online Knockout Teams and the Online Knockout Plate.
- 24 Matches in all rounds prior to the final will be played over 24 boards. The final will be played over 32 boards.
- 25 There will be no byes in Round 1 of the Plate, except in the event of an odd number of entries, or to accommodate a team which received a bye in Round 1 of the main event. In order to reduce the field to eight teams for the quarter-finals, byes will be allocated in Round 2, at random, except that a team which received a bye or a walkover in Round 1 will not receive a bye in Round 2.
- 26 The results page for the Plate is [here](#).
- 27 Master Points will be awarded in the form of Blue Points for each round won as follows:

R1	R2	Quarter- finals	Semi- finals	Final
1	1	2	3	4



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