

KNOCKOUT MATCHES PLAYED ONLINE



SUPPLEMENTARY 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 EBU Knockout Competitions](#), which continues to apply in relation to many matters common to face to face and online matches. Please note that if you require a ruling, you need to refer to the Rulings and Appeals section of the previous version of the General Regulations, which can be found [here](#).

This document contains regulations that vary those general regulations, to take account of the different conditions that apply when the option to play a match online has been exercised. They should be read in conjunction with the specific regulations that apply for the competition in question.

Please note that the EBU Online Knockout Bridge Competition has its own specific regulations, which should be referred to rather than using this document.

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. [Blue Book](#), [White Book](#), Diary, Website). All such general EBU regulations continue to apply unless specifically stated otherwise.

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

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SPECIAL ONLINE MATCH REGULATIONS

- 1 The [General Regulations for EBU Knockout Competitions](#) apply to matches played online 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 7), 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 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.
- 3 Information about running teams matches on BBO can be found at 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.
- 4 To allow for changes in seating line-up for each stanza, the software may require that the match be set up as several smaller matches and then combined (e.g. 2 x 12-board or 4 x 8-board matches).
- 5 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.

- 6 For the purpose of determining late arrival, a player is considered to have arrived when logged in to the online game provider, and ready to play.
- 7 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.
- 8 Teams should exchange system cards with each other before the start of play. This can be done in advance by email, or by having completed online system cards available for their opponents to refer to before the start of the match.
- 9 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.
- 10 The BBO software logs details of matches played on its platform, and players can access a variety of information which may be of interest. The EBU Competitions Department can also request access to the logs if necessary to resolve any dispute which may arise.



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