

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, [General Regulations for EBU Knockout and League Competitions](#), 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. [Blue Book](#), [White Book](#), [website](#)). 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.
The captain and at least half of the team must be EBU members.
- 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. See [VP scale – 16 boards](#)
- 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 [main event](#) and results pages of the EBU website.

- 11 Matches will be played on Wednesdays at 7:30pm unless both captains agree otherwise. RealBridge matches will use screens and self-alerts and will be graded for NGS. See [RealBridge-with-screens](#).

The default arrangement is for matches to be played on RealBridge, but matches can be played on BBO instead if both teams agree.

- 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 for the division.

- 13 Any match that is unable to be played will be scored using the formula in [General Conditions of Contest](#) Appendix C: Calculation of results for unplayed or forfeited matches – Matches scored with a 20-0 VP scale. This formula gives the score for the non-offending side: the offending side get the converse of the non-offending side's score.

Unplayed matches should be scored provisionally as 13-7 VP in favour of the non-offending side. The formula from the General Conditions of Contest will be applied at the end of the season (when the other results are known).

- 14 Unplayed boards: Regulation 59 of the General Regulations does not apply to matches played as part of the scheduled RealBridge sessions.

When a board cannot be played in the RealBridge sessions, due to slow play or connection problems or power problems, the TD will award an artificial adjusted score. Connection problems or power problems are the responsibility of the player affected and that side will be 'at fault' for the purposes of Law 12C2.

- 15 Level 4 agreements are permitted throughout the competition.

- 16 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.

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.

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

GENERAL REGULATIONS

- Requests for rulings must be made within 60 minutes of the end of the match. Rulings and appeals are subject to [General Regulations – Rulings & Appeals in Matches Played Privately Online](#)
- UNDOs are allowed only for mechanical errors (misclicks) in the auction – or on instruction from the TD, see Law 21B1(a).
- In the National Teams League RealBridge sessions, system cards are required.