

## **Regulations for the TGRs Super League Autumn 2018**

### **1 AUTHORITY**

These are the rules and regulations for the TGRs Super League [the League] Any issues and difficulties which are raised during the season will be resolved by the organisers, acting in conjunction with team captains where necessary.

The League is played under the [Laws of Duplicate Bridge 2017](#) with such modifications as have been approved by the WBF Laws Committee.

### **2 GENERAL PROVISIONS**

#### **2.1 Eligibility to enter**

The League is open to any player who is in good standing with the host venue, and is known to be a player of good sportsmanship and ethical values.

The organisers have the right to deny any player entry to the competition.

#### **2.2 Format**

In Division 1, the format is:

A round robin of seven head-to-head matches over 24 boards by teams of four.

In Divisions 2 and 3, the format is:

A round robin of head-to-head matches over 24 boards by teams of four.

Scoring is by IMPs converted to Victory Points according to [the VP scale here](#).

#### **2.3 Team members**

No player shall be part of more than one team in the league during one season. A person not already in a team may play for one team only as a substitute for at most three matches in any one season. Players may be substituted into a higher division team, but not a lower.

One player will be the captain of each team. The captain is responsible for the conduct of the players in the team. If the designated captain is absent for a particular match, another player in the team must assume the duties of captain.

It is the responsibility of the captain to seat the team's players correctly by the starting time of each match (see [5.2](#) below for details of late arrival penalties).

#### **2.4 Line-up**

The same teams of four will usually start and finish each 24 board match, but changes may be made at the half-way point in a match. The organisers and the opposing captain must be notified of any changes, and a team making such changes will concede seating rights for the second stanza of the

match (if both teams make changes, blind line-ups are submitted subject to the proviso that two pairs cannot play against each other throughout).

## 2.5 The draw

The round-robin draw will be made in advance by lot.

## 2.6 Rearranging matches

Teams are entitled to one force majeure cancellation per season. All other matches must be played on the night, or rearranged for not later than 10 days after it was originally scheduled to be played (ie before the next league night for the Division is played\*). If a team does not comply with this regulation, for whatever reason, both teams due to play that match will receive 0 VPs and will not be eligible for promotion in that season.

\*Final round matches cannot be rearranged as placings as the prizegiving takes place on the final league night.

## 2.7 Bidding boxes

Bidding boxes will be used in all matches. Procedures for the use of bidding boxes are as defined in the [EBU White Book](#).

## 2.8 Dealing

Boards will be supplied pre-dealt for each match. Every match will use the same boards. Players are responsible for returning the correct number of cards to the correct pockets in the board. Where a board is found to be mis-boarded by players at one table, both teams at the table where the mis-boarding occurred will be penalised at least 0.5 VP. If the board has not been played at the other table, a substitute board may be added to the match. Otherwise, the board is cancelled.

## 2.9 Spectators

Spectators must accept the wish of a player who does not want to be watched, but a spectator cannot be prevented from watching another player at the table who does not object. All spectators must behave in accordance with Law 76 of the [Laws of Duplicate Bridge 2017](#)

## 2.10 Bridgemates and scoring

Bridgemates must be used to score the matches that are played on a scheduled League evening. This enables the organisers to display results shortly after the end of play, and to produce Butler rankings.

Please enter and verify the score for each board as soon as it is completed.

No matches played privately will use the same deals as matches played on the scheduled evening and no results incorporated into the Butler rankings (see [2.12](#) below).

## 2.11 Both pairs of a team playing in the same polarity

In the event that both pairs of a team play a 12-board stanza in the same polarity, the score for that stanza will be zero. The stanza that has been completed, before or after the infringement, will determine the score of the match according to the WBF continuous scale for 12-board matches.

If, however, **times permits**, and both teams agree to play at a reasonable speed, extra boards may be added to the match to make up for the lost set **at the TDs discretion**.

### **2.12 Seating rights**

In each match there is a "home" and an "away" team, but there are no seating rights. Each captain designates where his players will sit for the first stanza without knowledge of his opponents' line-up. After 12 boards, the pairs in the away team must change places with their team-mates unless a team changes its line-up (in which case [2.4](#) above applies).

### **2.13 Results**

The Bridgemate results, after being checked by the players and if necessary amended by the organisers, will be deemed an accurate record of match play. The North player at each table is primarily responsible for entering the result of each board (contract and number of tricks) into the Bridgemate, but all players are responsible for verification of the data and for ensuring that all results are entered.

Match records will be published on the TGR website. If either captain is not satisfied that a result is correct, or is awaiting the ruling of an appeal, the organisers should be notified at the first available opportunity. Failure to do so may result in scores entered at the table being deemed final.

At the end of the League season, the player or pair with the highest Butler score in each Division will be declared the winners of the Butler competition, save that players who have played less than half the boards in the tournament will not be eligible.

### **2.14 Overall rankings, promotion and relegation**

The League is won by the team with the most Victory Points at the end of the season.

Should two or more teams finish with an equal number of Victory Points, the IMP score of the match between the teams will decide the outcome.

Should the match between the two teams have ended in an IMP tie, or if three or more teams have finished with the same number of Victory Points and cannot be separated through considering the IMP differences among the teams alone, extra boards in sets of four will be played until there is a winner. The timing for the extra boards will be decided by the organisers in consultation with the captains concerned.

At the end of the season, the two leading teams in Division 2 will be promoted to Division 1. The seventh and eighth teams in Division 1 will play in Division 2 in the next season.

### **2.15 Rulings and appeals**

In the case of a possible irregularity at the table, players should summon the director, **who will either: make a ruling from the laws after which play can proceed, or gather information in order to later make a ruling as per the [WBF code of practice](#)**.

Any player may appeal a ruling. Appeals will be conducted in accordance with current EBL procedure ie A check will be made of the process adopted by the TD by a suitable person acting as a Recorder, and if all is in order the ruling will stand. Otherwise the TD will be asked to correct any errors or omissions and a revised ruling may be given.

## **2.16 Forfeits**

A match forfeited for any reason will normally result in the both teams scoring 0 VPs in respect of the unplayed match.

In the case of non-arrival, the forfeiting team will normally receive an additional VP fine, but the organisers may vary this if circumstances warrant.

## **2.17 Dropouts**

In case of a team retiring from the league, teams who have not yet played the retiring team will score in respect of the unplayed match the highest of

- a. 12 Victory Points;
- b. the average from their other matches during the season;
- c. the average of the retiring team's opponents' scores prior to the retirement.

## **3 BEHAVIOUR**

The aim of the League is for all players to enjoy the game and the atmosphere of the host venue at all times, and at no time feel uncomfortable because of another player's behaviour.

If any player behaves in a way that causes aggravation to any player, kibitzer or member of staff, a warning will be issued to the player, and the captain of the team will be notified.

Should the player's attitude not improve as a result of this, the organisers have the right to ban the player from the competition for such time as it deems appropriate.

Should a player be deemed unfit to complete a match for any reason, the captain will have the option of completing the match with a substitute, or else conceding the match.

## **4 SYSTEMS AND CONVENTIONS**

### **4.1 Bidding methods**

There will be no restrictions as to what systems are allowed. However, opponents should not be disadvantaged by lack of information about a system. Inaccurate, inadequate or late disclosure, or use of methods not permitted by regulation, such as encrypted signals, can all give rise to a successful claim of damage on a deal, and to the method being disallowed until adequate disclosure is provided.

Where unusual methods are used, appropriate notice must be given to the opposing team, together with a written suggestion for reasonable defensive methods.

Where Highly Unusual Methods are used, the opponents must be notified at the latest on the playing date prior to the match in question, and all seating rights will be forfeited. Written suggestions for reasonable defensive methods must be presented to the opponents.

The organisers have the final say on what methods qualify as unusual, as opposed to Highly Unusual, but in general the [WBF Systems Policy](#) will be applied.

The two players in a partnership are restricted to a single system in any one match, and both must be using the same conventions in both bidding and play. **Players should have a system card, and failure to produce clear evidence of agreements on request by an opponent or the TD will be subject to penalty in VPs.**

## **4.2 Carding methods**

All systems of leads, discards and signals are permitted providing that reasonable details can be completed on the convention card, and no signal is given to partner based on information not available to declarer (encrypted signals).

## **4.3 Alerting procedures**

No player shall request his opponents not to alert.

The alerting procedures to be followed are those in section 4 of the [EBU Blue Book](#).

In the absence of an alert, opponents are entitled to assume that a call is natural, and carries no meaning other than can reasonably be understood by the opponents.

No play of the cards shall be alerted.

# **5 PLAYING TIME**

## **5.1 Length of matches**

**The playing time for 12 boards shall be 90 minutes from 7.30pm and 9.15pm. Boards not played after 90 minutes may and usually will be removed. Requests to restart matches before 9.15pm are unlikely to be granted.**

Players are responsible for their own rate of play (but see 5.3 below).

If a pair feels they may be damaged by an opponent's slow play, they should seek a ruling. No allocation of blame for unplayed boards will be made by the organisers unless a pair can evidence both their opponents' slow play, and their own attempts at rectification during the match.

A penalty of 3 IMPs per unplayed board may be imposed on the offending side. Otherwise, a truncated match will be scored based on the boards played using the appropriate WBF continuous VP scale.

## **5.2 Late arrival**

If any part of a team, without giving notice, arrives more than 10 minutes after the starting time, the opposing team have the right to reduce the number of boards played in the match by one and claim a 3 IMP penalty.

Further reductions, at the same rate, may be made for each additional 5 minutes delay.

The match will be awarded to the other team if the additional delay exceeds 25 minutes (see [2.16](#) above for details of the scoring).

If notice is received from any member of the opposing team, that all, or part of, the team will arrive late due to circumstances beyond their control, boards may be reduced at the rate mentioned above, but no penalties will be issued. The match will be awarded to the other team if the delay exceeds 45 minutes (see [2.16](#) above for details of the scoring).

Teams may choose to waive all or part of these penalties, and may choose, in agreement with the opposing captain, to cut the number of boards in a match with a late start.

### **5.3 Players unable to finish the match**

Any player must be prepared that the match may use up the whole of the allocated time, and must not put pressure on an opponent to play faster.

Should a player for any reason be unable to complete the match, the captain will have the option of using a substitute for the remainder of the match, or else concede the match. The substitute player must not be of considerably higher standard than the absent player, and must not be part of another team in the competition.

### **5.4 Use of phones and the internet during matches**

If results are being displayed live to the internet, the use of mobile phones or access to the internet is prohibited until the table has completed 12 or 24 boards. Failure to comply may result in the match being forfeited by the offending team. At all other times players are requested not to use mobile devices at the table.