

**YCBA ONLINE YORKSHIRE LEAGUE
TEAMS LEAGUE & KNOCKOUT FOR CLUBS - WINTER 2021**

1. Organisers

The organisers are the Online YL Committee comprising:

John Hayton (chair), john@haytonaccountancy.co.uk

Robin Jepson, robin.jepson@ntlworld.com,

Mike Jackson, MIKEFOURACES@OUTLOOK.COM,

Nick Woolven and Andrew Pearson.

Any queries about entries and payment should go to Mike Jackson and any questions about regulations to Robin Jepson.

2. Entry fee

The entry fee will be £20 per team. Payment to be made on or before the closing date for entries by bank transfer to Yorkshire Contract Bridge Association, sort code 09-02-22, account number 10861509, quoting reference YLO21.

3. Entries

Entries should be sent by email to Mike Jackson.

Entries must be received not later than 31 December 2020, and must include the names, EBU numbers and BBO usernames of players who will or may represent the club in the competition. Additional players may be added later. The entry must also give the names, email addresses and phone numbers of the Club Secretary or Match Secretary and of one or more players who will act as captain(s) of each team entered by the club and will have the responsibilities described below.

4. Eligibility

All players must be bona fide members of the club and may not represent more than one club in the competition. No player shall play in more than one team in matches for which the designated match date and time (see below) is the same.

5. Regulations

The EBU Online Knockout Match Regulations, the Sky-Blue Book -

<https://www.ebu.co.uk/documents/laws-and-ethics/skyblue-book-2020.pdf> - and the YCBA's Yorkshire League Rules apply to this event except where clearly inapplicable or inconsistent with these event rules. The following important points in them should be noted:

- Team Captains must complete and keep up to date their Team Roster in EBULeague and EBUKnockout - <https://www.ebu.co.uk/member-wiki/lms:captains> - these are accessed by logging in to My EBU.
- If the match is played on the designated match day at the designated time, requests for rulings must be sent by email to the appointed tournament director within 20 minutes after the end of the match. If the match is rearranged there will be no tournament director on call and requests for rulings must be sent by email to Robin Jepson who will arrange for the ruling to be made by a suitably qualified tournament director.

- As all matches are privately arranged, clicking the TD button on the BBO screen will not summon a TD but 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, switch on “confirm card” and “confirm bid” in your BBO account settings. (Account Settings Confirm.)
- Players should disclose their agreements properly to their opponents, in one or more of the following ways:
 - exchange EBU20 system cards with each other before the start of play by email
 - have completed BBO system cards available online
 - add brief details of their system to the BBO Player Profile which can be inspected during play by clicking on the player’s user name.
 - use the chat function to give brief details of their system (as an example, “Acol, 12-14 notrump, weak twos in three suits, standard attitude and count carding” would be sufficient)
- 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.
- Players may consult their own system card and other notes at any stage
- Teams will be assigned to divisions based on their standing of the equivalent club team in the Autumn 2020 season of the Online Yorkshire League. The number and size of divisions will be decided by the organisers depending on the number of teams entering.
- The final position in the league tables may be used to decide the composition of divisions if the competition is repeated (for example, in an eight team division two teams are promoted and two are relegated).

6. Format

For all divisions, the season will, if practicable, consist of a single round robin of league matches and an intra-divisional knockout competition (Cup). The losing teams in the first round of the Cup will play in a subsidiary knockout (Plate) and the losing teams in the semi-finals of the Cup and Plate will play off for third/fourth and seventh/eighth places in the knockout. If there are more than eight teams in a knockout, a preliminary round or a triella may be required. If there are fewer than eight teams in a knockout, a triella will be arranged.

The default dates and times for playing matches are as follows (see below for rearranged matches):

League round 1 - Sunday 17 January at 2.00 pm

League round 2 - Sunday 17 January at 4.15 pm

League round 3 - Sunday 31 January at 2.00 pm

League round 4 - Sunday 31 January at 4.15 pm
League round 5 - Sunday 21 February at 2.00 pm
Cup Round 1 - Sunday 21 February at 4.15 pm
League round 6 - Sunday 7 March at 2.00 pm
Cup and Plate semi-finals - Sunday 7 March at 4.15 pm
League round 7 - Sunday 28 March at 2.00 pm
Cup and Plate finals and play-off matches - Sunday 28 March at 4.15 pm

Teams may agree a different date or starting time for their matches but the tournament director will only be available between 1.30 pm and 6.15 pm on the designated match day. If the total number of entries is not exactly divisible by eight, then so far as practicable the number of teams in each division will be arranged so that each team has at least six matches; this may involve a bye round and / or cross-divisional matches.

7. Length of matches

Matches will consist of one set of 12 boards or 6 boards for triellas in the knockout competition, with no change of opponents.

8. Fixtures

A fixture list and a draw for the first round of the knockout competition will be worked out using EBULeague and EBUKnockout respectively and sent to each club's Club Secretary or Match Secretary as named on the entry form. The first named team is deemed to be the home team and the second named is the away team.

9. Setting up the Matches

Matches are set up by the Home Captain(s) (specified in the Draw) or any other person to whom the Home Captain has delegated this responsibility. No later than the day before the match day, the Away Captain must send the Home Captain by email the names and BBO usernames of the away team. Contact details (email address and phone number), partnership line-ups and BBO user names should be entered in EBULeague and in EBUKnockout.

The Home Captain has seating rights, namely the choice of opponents and the compass direction (North-South or East-West) in which the players will sit.

BBO do not allow players with fewer than 100 logins to set up team matches. If this causes difficulty for any club, please request assistance from one of the organisers before the first match day, or from the appointed tournament director on the designated match day. Players should login to BBO not less than 10 minutes before the starting time of the match.

Matches are set up using the Create Teams Match function as described in the BBO guide. The scoring barometer must be switched off. Unless otherwise agreed between the teams, the option to allow kibitzers should be switched off.

Matches are scored by IMPs and converted to Victory Points using the appropriate conversion scale in the tables below. For any curtailed matches the EBU discrete scale for the number of boards actually played is to be used.

If two teams in the league table have an equal number of Victory Points the tie will be broken using the method described in the EBU White Book 2019.

If a match in the knockout competition is tied after 12 boards the teams will play an additional three boards - the Home Captain or delegate will set up the additional boards with no change of opponents or seating positions. If the match is still tied after the additional boards the tie will be broken using the method described in the White Book.

10. Results and player details

The captain of the winning team must enter the result of the match in EBULeague or EBUKnockout as applicable. Both team captains must also enter in EBULeague or EBUKnockout details of the players in each match.

11. Rearranging Matches

Matches may be rearranged by agreement between the teams. Unless otherwise agreed by the organisers any match not played on the designated match day should be rearranged for a date and time before the next match day. It is strongly recommended and requested that the final league match be played on the designated match day at the designated time. In any event, all league and knockout matches must be played on or before Saturday 3 April.

12. Defaults

If a team fails to turn up then unless the opponent agrees otherwise it is deemed to be in default. If a rearrangement is requested but the teams are unable to agree an alternative date and time, then each team must make a written submission by email to the organisers who will adjudicate a result. If one team is in default, the adjudicated result will be 14-6 to the non-offending team. If both teams or neither is in default, the adjudicated result will be 10-10. If both teams are adjudged to be in default, but one has greater responsibility than the other for the failure to play, then the organisers may award a 13-7, 12-8 or 11-9 result.

13. Curtailed matches

If a match is curtailed owing to technical issues or other unforeseen circumstances, then:

- any results from the boards that have been played at both tables stand.
- If at least 9 boards have been played, or 4 boards in a triella, the match is deemed to be complete
- otherwise the remaining boards must be played to complete the match on a date and time agreed between the teams

Conversion scale of imps to VPs - 12 board matches

Number of imps	Number of VPs	Number of imps	Number of VPs
0-1	10-10	20-24	16-4
2-4	11-9	25-30	17-3
5-7	12-8	31-37	18-2
8-11	13-7	38-46	19-1
12-15	14-6	47+	20-0

16-19	15-5		
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Conversion scale of imps to VPs - Triellas - 6 board matches

Number of imps	Number of VPs	Number of imps	Number of VPs
0	10-10	14-17	16-4
1-2	11-9	18-21	17-3
3-4	12-8	22-26	18-2
5-7	13-7	27-32	19-1
8-10	14-6	33+	20-0
11-13	15-5		