

**YCBA ONLINE YORKSHIRE LEAGUE
TEAMS OF FOUR LEAGUE FOR CLUBS - AUTUMN 2021**

1. Organisers

The organisers are the Yorkshire League Committee (YLC) comprising Mike Jackson(chair), MIKEFOURACES@OUTLOOK.COM, John Hayton, john@haytonaccountancy.co.uk Robin Jepson (League Secretary), robin.jepson@ntlworld.com, Nick Woolven and Stephen Cordingley.

Any queries about entries and payment should go to Mike Jackson and any questions about regulations to the League Secretary.

2. Entry fee

The entry fee will be £16 per team. Payment to be made on or before the closing date of 29 August 2021 by bank transfer to Yorkshire Contract Bridge Association, sort code 09-02-22, account number 10861509, quoting reference YLVT

3. Entries

Entries should be sent by email to Mike Jackson.

Entries must be received not later than 29 August 2021, 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 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 current edition of the EBU's Sky-Blue Book and the current edition of 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
- 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 the League Secretary who will give a first instance ruling or arrange for one to be given 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.
- 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
- 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 Summer 2021 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 a ten 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.

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

Rounds 1, 2 and 3 - Sunday 12 September at 2.00, 3.30 and 5.00 pm

Rounds 4, 5 and 6 - Sunday 26 September at 2.00, 3.30 and 5.00 pm

Rounds 7, 8 and 9 - Sunday 10 October at 2.00, 3.30 and 5.00 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 ten, then so far as practicable the number of teams in each division will be arranged so that each team has at least eight matches; this may involve a bye round and / or cross-divisional matches.

7. Length of matches

Matches will consist of one set of 8 boards with no change of opponents.

8. Fixtures

A fixture list will be worked out by the YLC, entered onto EBULeague 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 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.

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.

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 and the option for kibitzers to chat to players must be switched off. Unless otherwise agreed between the teams, the option for kibitzers to view should be switched off.

Matches are scored by IMPs and converted to Victory Points using the conversion scale in the table below. For any curtailed matches, the EBU Victory Point Discrete Scale for the number of boards actually played is to be used.

If two or more teams in the league table have an equal number of Victory Points the tie will be broken using the method described in the current edition of the EBU White Book - for example, where two teams are tied, in favour of the winner of the head to head match between those teams.

10. Results and player details

The captain of the winning team must enter the result of the match in EBULeague. Both team captains must also enter in EBULeague details of their 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 matches be played on the designated match day at the designated times. In any event, all matches must be played on or before Saturday 16 October.

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 6 boards have been played, 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 - 8 board matches

Number of imps	Number of VPs	Number of imps	Number of VPs
0	10-10	17-20	16-4
1-3	11-9	21-25	17-3
4-6	12-8	26-30	18-2
7-9	13-7	31-38	19-1
10-12	14-6	39+	20-0
13-16	15-5		