

THE YORKSHIRE LEAGUE

League structure and management

1. The league will consist of divisions each containing as near to eight teams as possible. New teams will normally be entered in the lowest division.
2. Two teams will be promoted and two teams relegated from each division unless Rule 3 applies or the Yorkshire League Committee ("YLC") decides otherwise.
3. This rule applies to a vacancy in any division of the League that arises when a team withdraws from the League or is promoted because a team in a higher division has withdrawn. Any such vacancy or vacancies will be filled for the next season as follows:
One vacancy - one team is relegated from that division and two teams are promoted from the division below
Two vacancies - one team is relegated from that division and three teams are promoted from the division below
Three or more vacancies – no team is relegated and all vacancies are filled by promoting teams from the division below.
4. The winners of Division 1 will be invited to represent Yorkshire in the Garden Cities Trophy teams competition.
5. The Management Board has delegated the responsibility for the running of the Yorkshire League to the League Secretary and the YLC. The YLC is responsible for deciding any issue arising that is not specifically provided for in these Rules.

Entries

6. Affiliated clubs may apply to enter as many teams as they wish.
7. The YLC shall have the power to refuse any application for reason(s) which they consider reasonable and proper.
8. A club with more than one team in the League may, at its discretion, by written notice to the League Secretary withdraw either or any of its teams without affecting the status of the remaining team or teams. "Status" means the division of the League in which such team or teams would have competed but for the withdrawal.
9. The entry fee will be decided each year by the Management Board

Player eligibility

10. Players may not represent more than one club during any season and must be members of that club.
11. No player shall play in more than one team in matches for which the match date (see rule 17) is the same. The YLC may, at its discretion, impose on any team violating this rule a fine not exceeding two Victory Points (VPs) per player.
12. The YLC may, at its discretion, impose on any team fielding an ineligible player (see General Rules) a fine not exceeding two VPs per ineligible player.

Matches

13. Matches shall consist of 32 boards and opponents shall be changed after each set of 8 boards. Rearranged matches may, by agreement between the Team Captains, consist of 24 boards, in which case opponents shall be changed after each set of 6 boards

14. Teams shall consist of eight players.

15. The default mode of play is face to face but, by agreement, matches may be played online using either the Bridge Base Online or the RealBridge platform Rules 35 and 36 apply to matches played online.

16. Scores shall be announced after each stanza. Each board is scored by adding the four scores achieved by the team and converting that total to International Match Points (IMPs). At the end of the match total IMPs are converted to VPs on the following scale: -

	32 boards	24 boards
VPs	IMPs	IMPs
10-10	0-2	0-2
11-9	3-8	3-7
12-8	9-15	8-13
13-7	16-23	14-19
14-6	24-31	20-25
15-5	32-40	26-33
16-4	41-50	34-42
17-3	51-63	43-52
18-2	64-77	53-64
19-1	78-95	65-79
20-0	96+	80+

17. Teams will be placed in the division in accordance with the total VPs gained. If there is a tie between two teams, then the tie will be broken in favour of the winner of the head-to-head match between the teams, If the head-to-head match was a tie or unplayed, or if there is a tie between more than two teams, then the tie will be broken in accordance with the current edition of the EBU White Book (Technical Matters).

18. A programme of Match Dates (Sundays) has been drawn up and matches should be played on or before those dates. However, if this is, or appears to be, impossible or impracticable then, at the request of either or both teams:

- If weather conditions prevent the play of a match, and either or both of the teams do not wish to play the match online, the League Secretary or the YLC will allow a reasonable extension of time
- In other exceptional circumstances the YLC, at their discretion, may allow such an extension of time. Any such request must give the reasons for the failure to play the match on or before the applicable Match Day. If an extension of time is allowed because of exceptional circumstances other than weather conditions, the YLC shall also decide whether the failure to play the match on or before the applicable Match Day is attributable to the default of either or both teams, in which case the team or teams in default will incur a penalty of not more than four VPs. If an extension of time is refused the teams will receive VPs for the match as provided in rule 20.

19. Should any match not be played in accordance with the previous rule the League Secretary shall ask the Captains to state, within four days, the reasons for the failure to play.

At the expiration of this period the YLC shall, on the information before it, determine which (if either) team is in default.

20. If one team only is in default, then:

- (a) that team receives zero VPs for the match,
 - (b) the opposing team receives an award of VPs equal to the greater of:
 - the average of the number of VPs it earned in all its completed matches, or
 - the complement of the average number of VPs earned by the team in default for all its completed matches
- in each case to the nearest whole number and with a fraction of exactly 0.5 rounded up
- (c) If the YLC decides that neither team is in default, each team receives an award of VPs equal to the average of the number of VPs it earned in all its completed matches, to the nearest whole number and with a fraction of exactly 0.5 rounded up.
 - (d) if the YLC decides that both teams are in default, it shall award the teams such VPs as it considers appropriate in the circumstances.

21. (a) Any team that is in default, as provided in the preceding rules, in respect of two of its fixtures in the same season will, unless the YLC decides otherwise, be deemed to have withdrawn from the competition. Any such fixture is referred to in this rule as unfulfilled.

(b) When the second unfulfilled fixture was scheduled to be played on a Match Day other than the final or penultimate one, the results of matches actually played by that team will be cancelled and the League Secretary will arrange for amended results and a league table to be entered on EBULEague (the current edition of the system produced by the EBU for use by counties, districts and clubs to organise their leagues) as soon as possible thereafter.

(c) When the second unfulfilled fixture was scheduled to be played on the final or penultimate Match Day then:

- (i) in respect of matches completed by the team in default, the opposing teams will retain the VPs gained in those matches, and
- (ii) in respect of the unfulfilled fixtures and, if applicable, the fixture scheduled to be played by the team in default on the final Match Day, each opposing team will each receive VPs determined as provided in rule 20.

22. Home teams are responsible for making all arrangements for playing matches face to face (Note: for online matches see Rules 35 and 36).

23. All matches will commence at 2.00 p.m. unless agreed otherwise.

24. No later than 7 days before the designated or agreed date of the match, the Home Captain must enter the venue details on EBULEague and no later than 48 hours before such date the Home and Away Captains must contact each other by email or telephone (Note: the respective Captains may delegate these tasks and others arising under the Yorkshire League Rules to a club Match Secretary acting on their behalf)

Notification of results

25. (a) On the day of the match or the following day, the Home Captain must enter the result of the match on EBULEague. The Home and Away Captains must also enter on EBULEague the applicable details of their respective players in the match.

(b) For the purpose of Law 79C of the Laws of Duplicate Contract Bridge 2017, assuming compliance with Rule 25(a), the Correction Period expires at midnight on the next but one day after the match day (Tuesday if the match was played on a Sunday). If the Away Captain does not agree with the result as entered by the Home Captain, he should inform the Home Captain and the League Secretary by email.

Disputes and Appeals

26. If there is an irregularity, the Team Captains must agree to a first instance ruling. Advice on the Laws of Duplicate Bridge may be obtained from the League Secretary or from any suitably qualified tournament director.

27. If either team wishes to appeal against the first instance ruling, they must inform the League Secretary by email within two days after the Match Day. The League Secretary may require a deposit of £30 to be paid in advance of consideration of the appeal. The deposit will be refunded so long as the appeal is not considered frivolous.

Late arrival and other irregularities

28. The whole team is late

For this purpose, the 'whole team' means five or more members of the team

If the whole team is more than 30 minutes late without notification, or more than 90 minutes late having notified late arrival, this is treated as a failure to play the match; Rule 20 applies, and the offending and non-offending teams receive VPs as provided in that Rule. If any member of a team is present within 30 minutes of the starting time that constitutes 'notification'. After 30 minutes of notified delay the match is reduced by 2 boards and for each further complete period of 15 minutes the match is again reduced by 2 boards. The maximum number of boards that can be removed is eight (which occurs after 75 minutes of late arrival). If both teams are late, the 30 minutes starts from the time all the members of the first team are present. Boards are removed from each stanza of the match as follows: the first board from stanza 1, the second from stanza 2, the third from stanza 3, the fourth from stanza 4 and repeated if necessary. The offending side incurs a procedural penalty of 1 VP. The match is still scored using the VP scale for teams of eight playing 32 boards (see Rule 16).

29. Non-appearance of three or four players

If it is known that two pairs from a team of eight will not arrive within 75 minutes of the scheduled start time then, unless the captains agree otherwise, a teams of four match is played. The two captains may each choose which of their pairs play which stanzas and which (if any) players will leave without playing. The match is scored using IMPs converted to VPs using the EBU's VP scale for teams of four playing 32 boards. The offending side incurs a procedural penalty of 2 VPs.

30. Non-appearance of one or two players

If it is known that one pair from a team of eight will not arrive within 75 minutes of the scheduled start time then, unless the captains agree otherwise, a match of four stanzas is played with three tables in play and the pairs of the complete team sitting out in turn. On each board the sitting out pair and the missing pair are awarded a score equal to the average of the scores achieved by the three pairs sitting in the corresponding direction at the tables in play. The match is scored using IMPs converted to VPs using the VP scale for teams of eight playing 32 boards (see Rule 16). The offending side incurs a penalty of 2 VPs.

31. Late arrival of three or four players

If three or four players are more than thirty minutes late but still expected to arrive before the first stanza is completed, the match should be started as a team of four match. The non-offending side's captain has seating rights for the first stanza. One pair in the incomplete team should sit EW and the other NS. The offending side incurs a penalty of 1 VP. If the missing pairs have not arrived in time for the second stanza, then unless the captains agree

otherwise, the remainder of the match is played as a teams-of-four match, using the normal IMP scale and EBU's VP scale for teams of four playing 32 boards.

32. Late arrival of one or two players

An eligible substitute or substitutes may take the place of the missing player or players pending their arrival, but otherwise: If one or two players are more than thirty minutes late but still expected to arrive before the first stanza is completed, the match should be started with three tables in play. The non-offending side's captain decides which pair sits out in the first stanza. On each board the sitting out pair and the missing pair are awarded a cross-imped score equal to the average of the cross-imped scores achieved by the three pairs sitting in the corresponding direction at the tables in play. The offending side incurs a penalty of 1 VP. If the missing players have not arrived in time for the second stanza, then unless the captains agree otherwise, the remainder of the match is played as described in rule 31 above, using the normal IMP scale and the VP scale for teams of eight playing 32 boards (see Rule 16)

33. Player retiring from match

If a player has to retire from a match owing to illness or an emergency, an eligible substitute may take his or her place. Otherwise, the remainder of the match is played as described in rule 32 above, except that the short-handed team does not incur a penalty.

34. Abandonment of match

If a match has to be abandoned with neither team at fault, then:

- if at least 24 boards have been played, the match is considered to have been completed at the end of the third stanza and the VP scale for 32 boards is used;
- if fewer than 24 boards have been completed, the teams should endeavour to complete or replay the match.

Eligible substitutes for unavailable players are allowed; substitutes are ineligible if they have already played in another League match scheduled to be played on the same match day as the interrupted match under consideration. If this is not possible, the YLC will adjudicate a result. If a match is interrupted and delayed for more than 30 minutes with neither team at fault, then either team may require a reduction in the length of the match to no fewer than 24 boards. Two boards are removed for each complete 15-minute period of delay as described in rule 28 above. If the delay is more than 90 minutes then, unless the captains agree otherwise, this is treated as an abandonment. A team is considered not to be at fault if its home venue becomes unavailable during the match, for example owing to a power cut.

Additional Rules for matches played online

35. Regulations

(a) The current editions of the EBU Online Knockout Match Regulations and the EBU Sky-Blue Book (Supplement to the Blue Book and White Book for online bridge) apply, except where clearly inapplicable or inconsistent with these event rules. The following important points should be noted:

(b) 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.

(c) 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. (d) Players should disclose their agreements properly to their opponents, in one or more of the following ways: (i) exchange EBU20 system cards with each other before the start of play by email (ii) have completed system cards available online (iii) for matches played using the BBO platform (BBO), add brief details of their system to the BBO Player Profile which can be inspected during play by clicking on the player's username. (iv) use the chat function to give brief details of their system

(e) For matches played using BBO, 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 . For matches played using RealBridge, alerts and announcements should be made in the same way as in a face-to-face game.

(f) Players may consult their own system card and other notes at any stage

36. Setting up and scoring the matches

(a) Unless otherwise agreed, online matches will be played using the platform chosen by the Home Team

(b) Matches are set up by the Home Captain, or any other person to whom the Home Captain has delegated this responsibility, using the current edition of the YCBA's User Guide for setting up teams of eight matches online using BBO or RealBridge as the case may be (User Guide).

(c) No later than the day before the match day, the Away Captain must send the Home Captain by email the following information: the names and, if applicable, BBO usernames of the Away Team

(d) The Home Captain has seating rights, namely, to decide the order in which the Home Team pairs will play the Away Team pairs. However, the Away Captain has the right to say which of their own pairs play in the same direction

(e) For matches played using BBO, the scoring barometer and the option for kibitzers to chat to players must be switched off. Unless otherwise agreed, the option for kibitzers to view should be switched off.

(f) Matches are scored by IMPs and converted to VPs using the "add then imp" method, and following the User Guide

Interpretation

37. Words and expressions used in these Rules have the same meaning as in the General Competition Rules of the Yorkshire Contract Bridge Association