YCBA ONLINE YORKSHIRE LEAGUE
TEAMS OF FOUR LEAGUE FOR CLUBS - WINTER 2027

1. **Organisers**

The organisers are the Yorkshire League Committee (YLC) comprising
Mike Jackson (chair), MIKEFOURACES@OUTLOOK.COM,
Robin Jepson (League Secretary), robinjepson1951@gmail.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 specified in the entry form by bank transfer to Yorkshire Contract Bridge Association, sort code 09-02-22, account number 10861509, quoting reference OYLW27.

3. **Entries**

Entries should be sent by email to Mike Jackson with a copy to Stuart Davies (stuart@svd1.uk).
Entries must be received not later than the closing date specified in the entry form, and must:

- state which of the teams intend to use Bridge Base Online (BBO) for their home matches and which will use RealBridge
- 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.
- 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 Teams Regulations, the current edition of the EBU's Blue Book and the current edition of the YCBA's Yorkshire League Rules apply to this competition except where clearly inapplicable or inconsistent with these 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.

- 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
    - at the start of the match post in the chat function a link to the EBU repository where the partnership's EBU system card may be found
    - use the chat function to give brief details of their system
- In matches played on 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, 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.
- In matches played on RealBridge, the rules for alerting or announcing calls made by a player's partner are the same as in a face-to-face game.
- Partnership understandings up to and including Level 4, as defined in the current edition of the EBU Blue Book, are permitted in the Online Yorkshire League.
- Players may consult their own system card and other notes at any stage
- Teams will be assigned to divisions based on the standing of the equivalent club team in the Summer 2026 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.

All matches are to be played online using either BBO or RealBridge. The Home Team decides which of these is to be used.

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.

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

Rounds 1, 2 and 3 - Sunday 3rd January 2027 at 2.00, 3.15 and 4.30 pm

Rounds 4, 5 and 6 - Sunday 17th January 2027 at 2.00, 3.15 and 4.30 pm

Rounds 7, 8 and 9 - Sunday 31st January 2027 at 2.00, 3.15 and 4.30 pm

Teams may agree a different date or starting time for their matches, but the tournament director will only be available on the designated match day

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. Matches on BBO

Matches on BBO 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 usernames 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 no 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.

10. Matches on RealBridge

Matches on RealBridge that are played on the date and at the time specified in the fixture list are set up centrally. If a team is unable to play a match scheduled to be played on RealBridge on and at the scheduled date and time, or if they agree with their opponents to play the match on the BBO platform instead, this will affect the organisation of other matches played on RealBridge, so they must inform the League Secretary or Mike Jackson no later than two days before the match day and, if they fail to so, may incur a penalty of 1 Victory Point.
Rearranged matches played on RealBridge are set up by the Home Team Captain.
Using the RealBridge link uploaded onto the YCBA website and/or supplied by their Team Captain, players should login to RealBridge not less than 10 minutes before the starting time of the match and sit at the table allocated to their team.
The Away Team Captain decides the compass direction (North-South or East-West) in which their players will sit and the Home Team Captain has the choice of opponents.

11. Scoring

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.

12. Results and player details

The captain of the Home 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.

13. 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. Any additional RealBridge fees incurred in staging the rearranged match are payable as agreed between the participating teams or, if there is no such agreement, by the team setting up the match. 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 13th February 2027.

14. Defaults

If a team fails to play a match on a scheduled date it is deemed to be in default. The teams may agree to play the match on an alternative date but, in the absence of such agreement, the match result will be adjudicated 14-6 to the non-offending team. If a match is not played on the scheduled date and, after asking both teams to make submissions, the YLC decides that both or neither is in default, it will adjudicate a match result.

15. 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		