

ONLINE KNOCKOUT TEAMS (AND ONLINE KNOCKOUT PLATE)



REGULATIONS

INTRODUCTION

Various general regulations and conditions of play apply to all English Bridge Union competitions which involve matches played privately. These are contained in a separate document, [General Regulations for Matches Played Privately](#) (abbreviated in this document to General Regulations), and specifically SECTION F – ONLINE MATCH REGULATIONS, which should be read alongside this document which contains the regulations specific to this competition. In the event of a conflict between the regulations in this document and those in the General Regulations, those in this document shall prevail. Please note that if you require a ruling, please refer to [Rulings & Appeals in Matches Played Privately Online](#).

All these regulations and conditions are supplementary to, and in certain cases replace, general EBU regulations as contained in various EBU publications (e.g. [Blue Book](#), [White Book](#), doiry, [website](#)). All such general EBU regulations continue to apply unless specifically stated otherwise.

Any correspondence or enquiries regarding such competitions should initially be addressed to:

The Competitions Secretary
The English Bridge Union
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ONLINE KNOCKOUT TEAMS REGULATIONS

- 1 In relation to matters such as draws, dates and times, late arrival, seating rights, tie breaks, additional players and the like, please therefore refer to the General Regulations.
- 2 Teams are limited to six players, of whom at least four must be nominated at the time of entry. Teams of fewer than six players may add additional players prior to playing their semi-final match. Thereafter, players may only be added to a team provided that the Chief TD or Deputy Chief TD, or an officer of the Board acting on their behalf, is satisfied that the addition does not materially strengthen the team. In either case the maximum of six players per team still applies. No player may represent two different teams in one season.
- 3 Scoring is by IMP.
- 4 Matches in all rounds prior to the semi-finals will be played over 24 boards, to be played in two stanzas of 12 boards with a compulsory change of opponents at half time.

On BBO, the match should initially be set up in the online software as a 12-board match, and another 12-board match set up for the second half to allow for the change of line-ups.

On RealBridge, the match should be set up as one round with two stanzas (2 x ½) with auto-switch of opponents.

- 5 The semi-finals and final will be played over 32 boards, in four stanzas of 8-boards.
- 6 There will be no seeding in the competition.
- 7 In order to accommodate late entries for a limited period, the draw for Round 1 will be provisional to the following extent. In the event of an odd number of timely entries, the Bye given to one team will be provisional, and that team will be paired against the first late entry received. Any subsequent late entries will be paired against each other in order of receipt.
- 8 There will be no byes in Round 1, except in the event of an odd number of entries. In order to reduce the field to 16 teams for Round 3, byes will be allocated in Round 2. These will be allocated at random, except that a team which received a bye or a walkover in Round 1 will not receive a bye in Round 2.
- 9 Level 4 agreements are permitted throughout the competition.
- 10 Teams should exchange system cards with each other before the start of play, either in advance by email, or by having completed online system cards available for their opponents to refer to before the start of the match.
- 11 Master Points will be awarded in the form of Green Points for each round won as follows:

R1	R2	R3	Quarter- finals	Semi- finals	Final
1	1	1.5	2	3	4

All awards quoted are per player, subject to that player having played at least one-third of the total number of boards in the match concerned. Master Points will be direct-credited as soon as practicable after the conclusion of each round.

- 12 There are no prizes for the Online Knockout Teams or Online Knockout Plate.

SUPPLEMENTARY ONLINE KNOCKOUT PLATE REGULATIONS

- 21 The Online Knockout Plate competition is open to all teams who are defeated in their first match of the main event, whether this is in Round 1, or following a Round 1 bye or walkover, in Round 2. There is no additional fee for the Plate, and it will be assumed that all eligible teams will wish to enter the Plate unless the EBU Competitions Department is advised to the contrary.
- 22 For the purposes of Regulation 2 a team is considered to be a single team throughout its participation in the Online Knockout Teams and the Online Knockout Plate.
- 23 Matches in all rounds prior to the final will be played over 24 boards. The final will be played over 32 boards.
- 24 There will be no byes in Round 1 of the Plate, except in the event of an odd number of entries, or to accommodate a team which received a bye in Round 1 of the main event. In order to reduce the field to eight teams for the quarter-finals, byes will be allocated in Round 2, at random, except that a team which received a bye or a walkover in Round 1 will not receive a bye in Round 2.
- 25 Master Points will be awarded in the form of Blue Points for each round won as follows:

R1	R2	Quarter- finals	Semi- finals	Final
1	1	2	3	4



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