

## UNIT 190 SUMMER BRACKETED TEAMS -- Conditions of Contest – 2009

**REGISTRATION:** Teams may register on-line at the DSBA website, or by telephone, mail, or in person with the Coordinator. The registration deadline is May 22, and the deadline for submitting the fee is July 1, 2009. No registration is complete until the entry fee is received by the Coordinator. Any team that has not paid by the registration deadline may, at the discretion of the Coordinator, be eliminated from the event.

**MEMBERSHIP:** Teams may consist of four, five, or six players. After the entry period has closed, no fifth or sixth member may be added without the Coordinator's approval. A player may be a member of only one team and may not play in more than one bracket.

**LENGTH OF MATCHES:** Round Robin matches in the top bracket will be 28 boards in length. Matches in all other brackets will be 26 boards. Unless team captains otherwise agree, matches of teams with 4 players each shall be played in halves; all other matches shall be played in thirds of 9-9-8 or 10-9-9 boards.

**DATES OF EVENT:** Registration will end on May 22 and team matchups will be sent out by May 25. The event will start on May 25, 2009. Teams may schedule any round robin match for any time during the round robin period. The round robin period will be held between May 23 and August 31<sup>st</sup>. Although the Coordinator will assign matches with a recommended completion date, these are guidelines, not deadline. However, if any captain(s) cannot meet the deadline for the end of the round robin to complete any match, the captain(s) must obtain Coordinator approval for extensions.

**BRACKETS AND ORIGINAL SEEDING:** The Coordinator will divide the teams into brackets after all entries have been received, and will seed the teams to arrange byes and lineup rights. The Coordinator does this by IMP-ing masterpoints for each team member and averaging them for the team as a whole.

**CAPTAIN'S RESPONSIBILITIES:** The captain is responsible for (a) paying the entry fee; (b) arranging as early as practical with the captain of the opposing team the date, location, and starting time of all matches, providing at least 14 boards with cards; (d) making available a copy of the 1999 International Laws of Duplicate; and (e) submitting official communications to the Coordinator, including reporting scores, appeals, claims of forfeit, requests for modification of team membership or captaincy, and proper advance notice of all match-dates, locations, and official starting times. All official communication with the Coordinator shall take place by e-mail messages to [christopher\\_marlow@hotmail.com](mailto:christopher_marlow@hotmail.com) or via the e-mail link from the tournament's home page on the Unit 190 website.

Results must be reported within 24 hours of each match. If your team has more than 4 members, or if your team uses an approved substitute, report the number of boards played by each participant after match, WIN OR LOSE.

**SCHEDULING:** Captains are encouraged to schedule and play their matches as early as possible during the round robin period. If two opposing captains cannot agree on a date and time by the next to last Monday of the round robin period, the match will be held on the last Monday of the match period at the site of the Unit's Monday Night Game at 7 p.m. Teams playing matches at the Unit's site, for whatever reason, must pay an additional \$24 table fee per team per match. Any scheduling difficulties should be discussed with the Coordinator.

**LINEUP PROCEDURES:** The captain of the higher seeded team will have the choice of: (1) seating opposing pairs for the first segment or (2) deferring that right to the second segment (the lower seeded team has seating rights for the other segment). If the higher seeded team chooses to defer, its captain must notify the other team's captain before the start of the first segment. For

matches played in three segments, the trailing team will have the seating rights for the third segment. If the match is tied after the first two segments, seating for the third segment will be determined by coin toss. Except for emergencies or illness, no change of players will be permitted during any segment. NOTE: In home-played matches, the host-person shall be given the privilege of choosing the location (room) where he/she is to play; this shall not affect those rights outlined above.

**TARDINESS:** Arriving late to a match is a discourtesy to your teammates and opponents. A section below describes the penalties for lateness. Any team wishing to avail itself of the penalties for tardiness should announce its intention prior to the beginning of the match. These penalties may be appealed to the Coordinator, but are not subject to discussion by the participants. Such discussion can only further delay the match and cause increased penalties. The only appropriate discussion of tardiness is that the team captains should agree on the time that each team was prepared to begin play.

**STARTING TIME:** The starting time of a match is defined as either the scheduled starting time or the time at which four members of one team are ready to begin play, whichever is later.

**LATENESS PENALTIES:** A penalty of three IMPs for each five minutes or fraction thereof after the first ten minutes of tardiness with a maximum of 18 IMPs will be assessed against the late arriving team. A team may appeal to the Coordinator that the penalty be reduced because of extenuating conditions.

**FORFEITURE:** When a team is late, the opposing team should try to contact the tardy team's captain to determine the cause. If a team is over forty minutes late, the opposing captain may call the Coordinator and request a win by forfeit. Neither Captain is required to reschedule a forfeited match. If the captains do agree to reschedule the match, the offending team will be assessed an 18 IMP late penalty for the infraction. Any team forfeiting two matches will be removed from the event. In the case of forfeiture or removal, no refund will be given for matches that are not played.

**SLOW PLAY:** A match is expected to be played at the rate of 7-1/2 minutes per board. Complaints of slow play may be made to the Coordinator by e-mail when reporting the results.

**SUBSTITUTES:** A team must field at least three registered members unless special approval is granted by the Coordinator. Substitutes may be used to complete the team lineup with the Coordinator's approval. When using substitutes, the opposing captain must be notified in advance. The premise is that the substitute should not substantially improve the team. A substitute may not be a member of another team entered in the current year's event.

**SMOKING:** This event is non-smoking unless both teams agree otherwise. Captains with team-members who want to smoke should discuss this with the other Captain in advance. Smoking breaks may be permitted.

**QUALIFICATION:** By ACBL rule, to receive any overall masterpoint award a player must have played at least 50% of the total hands played by the team. Current ACBL tournament procedures will be applied to assess what proportion of the overall masterpoint awards each player is eligible to win. Match awards can be won by any registered player who plays an entire match that his/her team wins. Half-match awards will be won by any registered player who plays at least half but not all of the boards of a match their team wins. Substitutes may or may not be eligible for match awards, depending on the circumstance of the substitution and the number of players already on the team.

**TIES:** Ties need not be resolved in round robin; each team earns 1/2 win and 10 VPs. A margin of one or more IMPs at the end of the match will determine a winner.

**CONVENTIONS:** The ACBL General Convention Chart (GCC) governs which conventions may be used in matches outside the top flight. In the top flight, the ACBL Mid-Chart applies. Mid-Chart conventions must be pre-alerted and ACBL-approved defenses must be provided to the opponents. Special carding agreements must be pre-alerted.

**RULINGS:** If the International Laws do not easily resolve any irregularity, the Coordinator or a director should be called. Appeals of the Coordinator or director's rulings must be filed with the Coordinator within 48 hours of the match by the captain or the captain's designee. Such appeals will be promptly forwarded to an appeals committee for review.

The membership of any Appeals Committee will be determined by the Coordinator. Since many of the players who would serve on the Appeals Committee may be playing on another team, the Coordinator has the right to ask for opinions on the ruling from players outside of the unit via phone or e-mail. In either event, the Committee's or Coordinator's decision will be final.

**FINAL AUTHORITY:** These rules have been written with the goal of addressing all situations that might arise during the event. If there is a situation not addressed in the rules, the decision of the Coordinator is final. If there is a dispute arising from the application of these rules, the decision of the Coordinator is final.

**COORDINATOR:** There will be a Coordinator and Assistant Coordinator for the summer teams. A captain only needs to report the results to either coordinator. If requesting an extension, a captain also only needs to gain the approval of one Coordinator. In case of a dispute between two teams, their captains only need to report the dispute to one Coordinator, but the Coordinators will confer with each other prior to issuing a decision. In the event that there is a dispute on which the Coordinator and Assistant Coordinator are unable to reach a joint decision, the Coordinator's decision will be final (over that of the Assistant Coordinator). The rules for appealing a ruling are governed above.