

0-10,000 (10K) Knockout Teams Special Conditions of Contest

The General Conditions of Contest (CoC) for Knockout (KO) Teams will apply subject to the following special CoC. These CoC may not be changed during this event. The Special CoC for the 0-10K KO Teams consists of these Special CoC and the latest revisions of Appendices E and G.

These CoC may not be changed during the course of the event. The Director in Charge (DIC) will resolve any issue not specifically covered by these CoC.

CONDITIONS OF ENTRY

- 1) This event is open to teams of four, five or six players, each of whom is a paid ACBL Member who holds fewer than 10,000 masterpoints (MPs), including assigned eligibility points, as of the ACBL computer run immediately preceding the start of the NABC. Each team must select a captain, playing or nonplaying, who will be responsible for all official representations to the TD or any committee. The completed entry must include the names and player numbers of all participants as well as the designation of captain.
- 2) The DIC will resolve any request for changes to the submitted entry.

PARTICIPATION REQUIREMENTS

- 1) For any given overall award, a player must play at least 50% of each match and 50% of the total boards played by the team. No player may play any match after it has become mathematically impossible for him to play at least 50% of the boards (excluding play-off boards) played by his team OR he has failed to play at least half of each match. In the case of a four way round robin, each match will be treated as a separate match and a contestant must play half of each match. The team captain may submit an application for exemption from the requirements of this paragraph to the DIC but must do so (other than for emergencies) prior to entering the team.
- 2) A team member granted an exemption must still play at least 40% of the boards, excluding play-off boards, for as long as the team survives to qualify for overall MP awards and other privileges. No contestant may play any match after it has become mathematically impossible to play at least 40% of the boards, excluding play-off boards, played by the team.
- 3) An ineligible player is disqualified. If the disqualification occurs prior to the conclusion of the registration period, the team is not disqualified as long as it contains four or more eligible players. If a player is disqualified after the beginning of play, the team may be disqualified at DIC discretion. A team reduced to fewer than three eligible players is disqualified. When a player's team is disqualified after the correction period for the event expires, the disqualified team's position remains vacant. If the deficiency is discovered prior to a match starting, the result of the preceding match is changed; or, if discovered during a match, that match may be forfeit. The result of no other match is altered.

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THE BRACKET

- 1) Bracket seeding will be based on the average MPs of all members of the team. Ties will be broken by lot.
- 2) The teams will be ordered by their average MP holdings. In cases where a tie broken by lot involves teams in two groups, the loser(s) of the tie-break will be given the high seed(s) in the next group.
 - The defending champion will be seeded number one provided that at least four original members are playing together. Otherwise the team with the highest average masterpoints will be seeded number one.
 - The next ordered team will be seeded number two.
 - The next two teams will be assigned seed numbers three and four by lot. Then, the next four teams will be assigned seed numbers five through eight by lot. Similarly, seed numbers will be assigned by lot for positions 9-12, 13-16, 17-20, 21-24, 25-28, 29-32, 33-40, 41-48, 49-56, 57-64, 65-80, 81-96 and so on in groups of 16.
 - There shall be no byes in the event.
- 3) Any corrections to the bracket must be requested at least ten minutes before the announced starting time of the event. After that time the bracket will stand as posted.
- 4) First round pairings may include two-way, three way and/or four-way matches.

CONVENTIONS

Bidding and carding methods permitted, restricted or not permitted in this event are per the ACBL Open+ Convention Chart.

SCORING AND PLAY

- 1) This event is a fixed three-day event. Half-day 28-board matches will be played until such time as the field can play 56-board matches and complete the event in three days.
- 2) The event is a single-elimination KO, with any fraction of an IMP constituting a win. For three-way and four-way matches, see six and seven following.
- 3) Two-way, three-way and four-way matches will be divided into 14-board segments. 28-board matches will consist of one pair of segments and 56-board matches of two pairs of segments. In three-way matches, seven boards will be played against each of the other two teams in each segment.
- 4) The time allowed for each 14-board segment is two hours when played without screens, two hours and fifteen minutes when played with screens. Whenever possible, screens will be used beginning with the round of eight unless the DIC deems otherwise.

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- 5) Should any head-to-head match end in a tie, a play-off will be played as follows:
28-board match: six-board play-off 56 board match: eight-board play-off
- Should the first play-off end in a tie, continuing four-board play-offs will be played until the tie is resolved.
- 6) The team(s) eliminated from a three-way match shall be determined by the General Knockout CoC methods.
- 7) The team eliminated from a four-way match shall be determined as follows:
- Four-way matches with three survivors:
Each four-way match will consist of two initial matches, with the highest seeded team in the group (lowest bracket number) playing the lowest seed in the group. These matches may be 14-board half sessions or 28-board full sessions depending on the size of the field. The team winning each match advances to the next round of the event and does not play in the second half of the four-way. The losing teams play a match with the team losing the second match eliminated from the event. Ties will be resolved by a six-board play-off.
 - Four-way matches with one survivor:
Each four-way match will consist of two initial matches, with the highest seeded team in the group (lowest bracket number) playing the lowest seed in the group. These matches may be 14-board half sessions or 28-board full sessions depending on the size of the field. The losing teams in these matches are eliminated from the event. The teams winning each match will play each other, the winner of which will advance to the next round of the event, and the loser is eliminated from the event. Ties will be resolved by a six-board play-off.
- 8) In both three-way and four-way matches, a team surviving to the next round can only improve its seed position if a higher seeded team is eliminated.

SEATING RIGHTS

- 1) There shall be no seating rights in a round robin or in a play-off.
- 2) In each 28-board head-to-head match, the higher ranked team will decide whether to exercise their seating rights in the first or the second half. In 56-board matches, higher ranked teams will decide to exercise their seating rights in the first and fourth quarters or the second and third.
- 3) In any segment, the team without seating rights team sits down first and the team exercising seating rights sits down second.
- 4) Replays of pairs are permitted throughout.

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SUBSTITUTES

Substitutes will be permitted at the discretion of the DIC. No more than two substitutes at a time will be permitted on a team. See the General Conditions of Contest for Knockout Teams.

REPLACEMENTS

A team reduced to three members for cause will be permitted a replacement at the discretion of the DIC. A replacement for the finals receives match awards only. In no case is a team permitted to replace more than one player.

PENALTIES

The opposing team may not waive any penalties assessed their opponents for tardiness or slow play.

- 1) Penalties for failure to seat a complete team at the announced game time will be per the General Conditions of Contest for Knockout Teams.
- 2) Penalties for slow play will be per Appendix E.

CONCESSIONS

Concessions may be permitted at any time at the discretion of the DIC. Credit for participation and timely finishes in unflawed sessions will be assigned to players on the winning team at the discretion of the DIC.