

# **General Conditions of Contest**

## **Board-A-Match Teams**

These General Conditions of Contest for Board-A-Match Teams (COC-BAM) may not be changed at any level of play during the course of the event. Sponsoring organizations may amend the COC-BAM for specific events, but such amendments must appear in all printed tournament schedules. See also the General Conditions of Contest for All Events.

The COC-BAM apply to all Board-A-Match (BAM) Teams events. At the North American Bridge Championships (NABCs), there may be additional conditions. In such cases, the specific conditions will supersede the general ones. These specific conditions must be available to the players at the playing site.

The Director in Charge (DIC) shall make the final decision on any item in these conditions. Furthermore, the DIC will resolve any issue not specifically covered.

### **ENTRY AND PARTICIPATION**

- 1) Each team must consist of four, five or six players, except that single-session events are limited to four. In events which have a masterpoint restriction, the entry will be based on the player with the highest masterpoint holding.
- 2) Each player must play at least 50% of boards played to be eligible for either session or overall masterpoint awards. Other than to cover an emergency, changes in a team's lineup may not be made once play has begun.
- 3) An ineligible player is automatically disqualified. The ineligible player's team will be disqualified unless the DIC determines that teammates were unaware of the deficiency of the disqualified member. Any team reduced to fewer than three original members due to disqualification of ineligible players is automatically disqualified. When a team is disqualified after the correction period for the event has ended because the deficiency was discovered then, the disqualified team's position remains vacant.

### **PLAY**

- 1) All schedules must be approved by the ACBL Tournament Department six months in advance.
  - In flighted events, groups are segregated by masterpoint totals.
  - In stratified events, the groups play together but are ranked both collectively and separately.
  - In strati-flighted events, groups are segregated and then stratified within each group.
- 2) Events may be run from one to six sessions and may reduce the field after specified sessions. Consolation events may be run concurrently with the final session(s).

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- 3) A player may enter and earn masterpoints in as many sessions as possible while not entered in a concurrent or overlapping event. Exception: Players on teams with more than four members may play in concurrent one-session events. For this purpose, Side Game Series are considered one-session events, with no access to gold points for that session, and that session's score may not be used to determine overall rank. In such cases, masterpoints may not be earned in both events. The higher award shall be retained, the lower award deleted.
- 4) Players are required to play each deal to win at all times.

### **ADJUSTED SCORES**

If a board is unplayable for any reason, then:

- 1) If the board has not yet been played at the other table, the TD shall substitute a new board if practical.
- 2) If the board has already been played at the other table, or if substituting a new board is not practical, the TD shall assign percentage scores to the pairs at the affected table, as follows:
  - If neither side is responsible for the irregularity, each pair receives a matchpoint score of 50%.
  - If only one side is responsible, that pair receives 40% and their opponents receive 60%.
  - If both sides are responsible, they both receive 40%.
- 3) These percentage assignments are *not* average-plus and average-minus. A 60-40 assignment is exactly that.
- 4) The result obtained at the other table is matchpointed across the field of pairs in the same comparison group who played the same board. The matchpoint percentage scores achieved by the pairs at that table are added to the assigned percentage scores at the table with the irregularity, and:
  - A team that totals 120% or more receives a win.
  - A team that totals 80% or less receives a loss.
  - A team that totals more than 80% and less than 120% receives a half.
- 5) Any team or teams responsible for an irregularity requiring the assignment of an artificial adjusted score (percentage) may be penalized one-quarter of a win.

### **FOULED BOARD**

Handling of a fouled board is similar to the handling of an adjusted score. When both tables achieve a valid result and they have *not* played the identical deal, then:

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- 1) The TD shall determine a matchpoint percentage score for the result at each table:
  - If the board has been played at least six times in an identical condition, then the board is matchpointed across the field of pairs who played the board in that condition to produce a matchpoint percentage.
  - If the board has been played less than six times in an identical condition, the TD shall assign percentages, from best to worst, as follows:
    - a. Five times: 60, 55, 50, 45, 40.
    - b. Four times: 60, 55, 45, 40.
    - c. Three, two or one time: 50% to each pair.Any pairs tied at a particular score receive the average of the appropriate percentages.
  
- 2) The percentages of the two pairs on each team are added together, and:
  - A team that totals 120% or more receives a win.
  - A team that totals 80% or less receives a loss.
  - A team that totals more than 80% and less than 120% receives a half.

### **SEEDING**

The DIC shall ensure that the field is seeded.

### **QUALIFYING EVENTS AND CONSOLATIONS**

- 1) Events of two or more sessions may be run as some number of qualifying sessions and some number of final sessions. Consolation events may be scheduled for non-qualifiers.
  
- 2) A carryover will be calculated based on scores in the qualifying session(s). The scores of the teams qualifying to the finals will be reduced by using the percentage of teams qualified over teams entered. The maximum carryover cannot exceed seven boards. For six-session events with two cuts, the maximum spread for the middle two rounds will be only four boards.
  
- 3) The following tie breaking criteria will be used in order until the tie is broken:
  - Convert all fractions of boards to one (i.e. boards not lost).
  - If all teams involved played each other, the result of all boards played among them.
  - Total points of all boards played in common.
  - Total points of all boards played.

### **TARDINESS & SUBSTITUTIONS**

- 1) Substitutes are subject to the discretion of the DIC, or his designee, and may not

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appreciably strengthen the team. A substitute is not allowed if a fifth or sixth member of the team is present.

- 2) A qualified team which fails to seat all team members of the partnership 10 minutes after the announced starting time of a finals will be replaced by the highest available alternate qualifier.

### **CORRECTION AND APPEAL PERIODS**

- 1) The score correction period for player errors expires at the completion of play of the session following the one in which the error occurred or 30 minutes after completion of the last event of the tournament, whichever is earlier.
- 2) For TD errors, the correction period expires 24 hours after the completion of the event or 30 minutes after completion of the last event of the tournament, whichever is earlier. The DIC, in consultation with ACBL management, however, may in unusual circumstances elect to make a correction of a TD error at a later time.
- 3) For qualifying events, the score correction period for both player and TD errors expires one hour before the first session following qualification. The carryover score for qualifiers may be corrected up until the end of the first session following qualification.
- 4) The appeal period for a TD's ruling expires 30 minutes after the completion of a session or at the starting time of the next session, whichever is earlier.