

General Conditions of Contest Swiss Teams

These General Conditions of Contest for Swiss Team Events (CoC – Swiss Teams) may not be changed at any level of play during the course of the event. Sponsoring organizations may amend these conditions for specific events, but such amendments must appear in all printed and/or online tournament schedules. See also the General Conditions of Contest for All Events.

The CoC – Swiss Teams apply to all Swiss Team events. At the North American Bridge Championships (NABCs), there may be additional conditions of contest. In such cases, the specific conditions will supersede the general ones. These specific conditions must be available to the players at the playing site.

Whenever these or other related conditions refer to a match, this "match" conforms to the definition of "session" in the Laws of Duplicate Bridge. Whenever these or other related conditions refer to a session, this "session" refers to a group of matches played in prompt succession.

ENTRY AND PARTICIPATION

- 1) Each team must consist of four, five or six players. After the start of the first match, no player may be added or replaced without the permission of the Director in Charge (DIC).
- 2) Each team's entry must list all of the team's members and must indicate the team captain. The team captain is responsible for all representations to the TD or committees.
- 3) A player must play at least 50% of the matches to be eligible for overall masterpoint awards or other privileges due his team. As exceptions, a player will be deemed to have played 50% and be eligible for overall awards or other privileges in the following two cases, provided the pairing is done Swiss-style, match-by-match:
 - Playing the last 50% of the matches rounded down in a seven-match Swiss. (For example, a player must play a minimum of any four matches or the last three matches in order to receive overall awards.)
 - Playing the three-match session of a two-session Swiss consisting of eight matches, if the three-match session is the final session.
- 4) Masterpoint Eligibility
 - Two-session events: a player on a five- or six-player team shall receive a percentage of the overall award directly proportional to the number of matches in which he played or the sum of the match awards earned by playing in matches, whichever is greater.
 - Events of more than two sessions: each player on a five- or six-player team shall receive 100% of the overall masterpoint award earned by the team or the sum of the match awards earned by playing in matches, whichever is greater.
- 5) A team may withdraw after a session if permitted by the TD.
- 6) 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 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. If the deficiency is discovered prior to a

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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.

SCORING

- 1) Each board shall be scored by International Match Points (IMPs).
- 2) The IMP result of each match shall be converted to either win-loss or victory points (VPs). See Appendix K (Conversion of IMP Margin of Victory to Victory Points) for win-loss and VP scales.
- 3) The captain of the winning team (both captains in case of a tie) must report the result in IMPs as soon as confirmed.
- 4) Ties will not be broken for the purpose of awarding masterpoints®. At VP scoring, any fraction shall be the margin necessary for both qualification and ranking.

PAIRING

- 1) For the first match, entries will be sold by random draw or pairing within strats.
- 2) For each subsequent match, pairings will be assigned (within groups of teams) such that:
(a) no two teams shall meet twice in the event and (b) 1. Each team shall meet a team whose current record is as close to its own as possible or 2. (not recommended) For an event with an even number of entries *only* (i.e., no three-way matches), teams may be randomly paired for their second-round match. For the remainder of the first session or one-half the total number matches (rounded down) each team shall meet a team whose record after the previous match is as close to its own as possible. The current record must be used for the final session or for the last one-half of the total number of matches (rounded up).
- 3) If only one team is leading, random draw shall determine which of its equally eligible opponents it meets. With teams tied for the lead, pairings shall be such that as many of the tied teams play each other as possible. This procedure shall be repeated for all teams still eligible to finish in the overall ranking.

PLAY

- 1) The appropriate ACBL Convention Chart will govern bidding and play methods as defined by the Chart Usage parameters for the level of the event.
- 2) Partnerships may be changed between matches. During a match, a partnership may only be changed with DIC approval.
- 3) A substitute will be permitted only with DIC permission.
- 4) Sit-outs must be promptly reported.
- 5) There are no seating rights. If the captains cannot resolve a disagreement, there shall be a coin-flip. The team losing the coin-flip will seat its pairs first.

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- 6) A board not scheduled for play will not be counted even if played at both tables.
- 7) When a table fails to complete play or to report results within the allotted time, the TD will issue a warning to the responsible player(s). A second late finish will result in a penalty of 10% of the maximum score possible in a match (in win-loss or VP) being deducted from the team's cumulative record for the event. The amount deducted for third and subsequent late finishes will be double the previous penalty (20%, 40%, etc.). More than two late finishes in the event and any excessively late finishes may be subject to disciplinary penalty in addition to the procedural penalties outlined above and may be referred to a committee for possible further action.
- 8) Only those boards played at both tables will count towards the result of the match. If the TD determines one side to be at fault for an unplayed board, he may protect the non-offending side per Law 86.
- 9) Each team captain must ensure that his pairs are playing in opposite directions. Failure to do so will result in both teams receiving a zero score.
- 10) If the result of a last match is not reported, both teams will be assigned a zero.
- 11) Teams are obligated to play with the intent to win each match. Players who do not play with such intent shall be disqualified from the event and subject to further disciplinary action.

TARDINESS

- 1) A team that fails to seat four players by the announced start of a match is subject to penalty. The record of a team whose opponents incur a penalty will not be affected (improved).
- 2) In addition, one board shall be removed from play eight minutes after the start of the match and another board removed every seven minutes thereafter. Three IMPs will be awarded the non-offending team for each board so removed. If a team has not seated four players when one-third of the time of the match has expired, that team shall forfeit the match. The non-offending team is assigned a result as though they had won by three IMPs and the offending team is assigned a zero score. At VP scoring, the total of the non-offending team is adjusted at the conclusion of the event (or of a two-session qualifying stage) such that it receives the highest of: a) the temporary assignment, b) the average per match of the VPs they accumulated in the matches actually played in that period, or c) the average per match of the VPs scored against the offending team in the matches actually played in that period (fractions of VPs are rounded to the nearest tenth of a point).
- 3) The TD may seat a substitute. The TD may later apply or waive the provisions of paragraphs one and two.

CORRECTION AND APPEAL PERIODS

- 1) For Player Errors: No increase in score need be granted unless the TD's attention is called to the error prior to the announced starting time of the next match or 30 minutes after the completion of the match, whichever is earlier. If the agreed result of a match is

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misreported, the correction period expires one hour prior to the announced starting time for play on the next day of the same event, 24 hours after the completion of the event, or 30 minutes after completion of the last event of the tournament, whichever is earlier

- 2) For Scorer Errors: The period to correct a score due to a TD mis-recording the agreed result of a match expires one hour prior to the announced starting time for play on the next day of the same event, 24 hours after completion of the event or 30 minutes after completion of the last event of the tournament, whichever is earlier. The DIC, however, may in unusual circumstances elect to make a correction of a TD error at a later time. Notwithstanding the foregoing, the DIC may decline to amend the overall rankings if the team could have known at the time that one or more pairings were made based on an incorrect cumulative total. In any case, all matches played prior to correction of an error stand as played.
- 3) The appeal period for a TD's ruling expires 30 minutes after the completion of the match or at the start of play in the next match, whichever is earlier. When an appeal will not be heard prior to the playing of one or more matches, each of the teams will be credited, for pairing purposes, with a score reflecting a favorable ruling. A match ends for a pair when all boards scheduled for play are completed and they leave the table or meet with their teammates.

TIE BREAKING PROCEDURE

Any ties are left unbroken for the purpose of overall masterpoint awards. For qualifying events, all teams tied for the last qualifying position will advance. If this results in an odd number of teams, one additional team will be selected. If there is more than one team tied for that additional place, or if the event is qualifying to a knockout or other format where a specific number of teams must advance, the following progression will apply:

- 1) Net IMPs over all qualifying matches, with the maximum net IMPs per match being the number of IMPs which earns the maximum number of VPs per match (a "blitz").
- 2) The result of the match(es) between the tied teams. If more than two teams are tied, this will apply only if they have all played each of the other teams.
- 3) Matches won: a win = 1, a tie = 1/2, a loss = 0.

If the qualifying stage is played as a complete or partial Round Robin, not Swiss pairing, steps 4 and 5 do not apply, skip to step 6.

- 4) The VP totals of opponents played in the second qualifying session.
- 5) The VP totals of opponents played in both qualifying sessions.
- 6) Net IMPs vs the three highest-finishing opponents, as in step 1.
- 7) Net IMPs vs the two highest-finishing opponents, as in step 1.
- 8) Net IMPs vs the highest-finishing opponent, with no maximum.

If any step eliminates one or more but not enough teams, begin again from step 1. with the remaining teams.

Any fraction of a VP serves to break a tie for qualification.