

CHAPTER XII - SYSTEMS & CONVENTIONS

D. SLOW PLAY

Section 1 – Slow Play

- 1.1 Pairs exceeding the time limit per round are under an obligation to catch up and must bid, play and score hands without extraneous conversation. If a pair fails to make up the time within two rounds, the director shall first issue a warning and thereafter assess penalties for second and successive offenses.
- 1.2 Slow Play in NABC+ KO events.
 - 1.2.1 Frequent lateness or egregious slow play should result in sanctions by the director, such as removal of team's seeding privileges in a segment or segments and/or requiring a player or players to be benched or compelled to play the next one or two segments (at the other team's discretion). The director shall take into consideration the ratio of the number of segments and amount of time a pair or player has been slow to the number of sessions such a pair or player has played.
 - 1.2.2 The Director may make charges to a disciplinary committee against a player or pair who is playing excessively slowly. This action should be considered especially in cases where such pair or player is on a four-player team (which could not be sanctioned by benching without forfeiture of the match). Players should call the director when their opponents are playing slowly.
 - 1.2.3 Directors may curtail boards, if necessary, for the orderly progress of the event.
 - 1.2.4 In three-way or four-way matches, when a segment is not completed although time has expired, the Director shall curtail the segment by removing boards if the auction had not begun before time expired. If one team is found responsible for the slowness, its opponents will be awarded 3IMPs per board removed.
- 1.3 Management shall publicize the regulations regarding slow play. Directors shall be instructed to actively monitor slow play and to assess warnings and penalties for violations of these regulations.
- 1.4 Tardiness Penalty Points in Team Games
 - 1.4.1 When penalty points are assessed against a team for tardiness or slow play, no indemnity points are to be awarded to the non-offending team. Victory points assigned to the non-offending team are computed as though there had been no penalty imposed on its opponents. (Note: This will result in an adjustment in the check total.) No waiver of a penalty for tardiness or slow play, the non-offending

side receives 3 IMPs per board curtailed. These 3 IMPs per board are added to the non-offending team's total.

- 1.4.2 When 30% or more of the time allotted for a Swiss Team match has elapsed before a tardy player arrives, the match is forfeited.