

Vanderbilt and Spingold Knockout Teams Special Conditions of Contest

The General Conditions of Contest (CoC) for Knockout (KO) Teams will apply to these events, subject to the following special CoC. The CoC for the Vanderbilt KO Teams and the Spingold KO Teams consist of these Special CoC, Appendices B, C, D, E, F, G and S that are most recently revised prior to the date of the event.

These CoC may not be changed during the course of this event. The DIC will resolve any issue not specifically covered by these CoC.

CONDITIONS OF ENTRY

1. These events are open to teams of four, five or six players, each of whom is a paid-up ACBL Member. Each team must select a captain, playing or non-playing, who will be responsible for all official representations to the TD or committee. The completed entry must include the names and player numbers of all participants, and a notation as to who is 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 of a KO (excluding 1st round) 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 failed to play in at least half of each match other than the first.~~ Every team member must play at least half the boards of each match, exclusive of play-offs, in order to continue on that team for the remainder of the event. 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 ~~the matches~~ each match. The team captain may submit an application for exemption from the requirements of this paragraph to the DIC of the event 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 masterpoint 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 is disqualified. Any team reduced to fewer than three original members due to disqualification of ineligible members 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 seeding points of all members of the team. A maximum of 50 seeding points will be credited to any one player. When necessary to break a tie, the players on the tied teams will be credited with their full seeding point totals. Continuing ties will be broken by lot. Seeding points are awarded per Appendix B.
2. The teams will be ordered by their average seeding points. 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 seeding points 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.
 - See Appendix B.
3. Any corrections to the bracket must be requested at least two hours before the announced starting time of the event. After that time the bracket will stand as posted.
4. First round pairings, and, when necessary, first round three-way and/or four-way matches are per Appendix C.

CONVENTIONS

Bidding and carding methods permitted, restricted or not permitted in these events are per Appendix F. Pairs playing methods which require a written defense to be provided must furnish a description of their methods to the DIC of the event the day prior to putting these methods in play. The DIC must notify the opponents (by indication on the bracket sheet) that these write-ups are available.

SCORING AND PLAY

1. These events are single-elimination KOs, with any fraction of an IMP constituting a win. For three-way and four-way matches, see five and six following.
2. Two-way, three-way and four-way matches will be divided into 15-board segments. 30-board matches will consist of one pair of segments and 60-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.
3. The time allowed for each 15-board segment is two hours when played without screens, two hours and twenty minutes when played with screens. Whenever possible, screens will be used beginning with the round of 16.

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4. Should any head-to-head match end in a tie, a play-off will be played as follows:

30-board match: six-board play-off

45 or 60 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.

5. The team(s) eliminated from a three-way match shall be determined by the General Knockout CoC methods.

6. The team eliminated from a four-way match shall be determined as follows:

- a. Four-way matches with three survivors:

Each four-way match will consist of two 30-board matches in the afternoon, with the highest seeded team in the group (lowest bracket number) playing the lowest seed in the group. The team winning each match advances to the next round of the event (the next day) and does not play in the evening. The losing teams play a 30-board match with the team losing the second match eliminated from the event. Ties will be resolved by a six-board play-off.

- b. Four-way matches with one survivor:

Each four-way match will consist of two 30-board matches in the afternoon, with the highest seeded team in the group (lowest bracket number) playing the lowest seed in the group. The losing teams in the afternoon are eliminated from the event. The teams winning each match will play a 30-board match in the evening, the winner of which will advance to the next round of the event (the next day), and the loser is eliminated from the event. Ties will be resolved by a six-board play-off.

7. 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

1. There shall be no seating rights in a round robin or in a play-off.
2. In each 30-board head-to-head match, the higher ranked team will decide whether to exercise seating rights for the first or the second half. In 60-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 sits down first and the team with seating rights 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 Appendix D.

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

1. The opposing team may not waive any penalties assessed their opponents for tardiness or slow play.
2. Penalties for failure to seat a complete team at announced game time will be per Appendix D.
3. 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.