

## Soloway Knockout Teams Special Conditions of Contest

The General Conditions of Contest (CoC) for Knockout (KO) Teams will apply to the Knockout portion of this event and the General COS for Swiss Teams will apply to the Swiss qualifying portion, subject to the following special CoC. The CoC for the Soloway KO Teams consist of these Special CoC, Appendices B, C, E, 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 Director in Charge (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) Each member of the team must play at least 50% of the total number of matches in the Swiss qualifying AND at least 50% of the number of matches played on Day 2 of the Swiss qualifying.
- 2) ~~For any given overall award, a player must play at least 50% of each match of a KO 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.~~  
Every team member must play at least half the boards of each KO match, exclusive of play-offs, in order to continue on that team for the remainder of the event. 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.
- 3) A team member granted an exemption must still play at least 40% of the KO 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 KO boards, excluding play-off boards, played by the team.
- 4) 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

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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.

### **SWISS QUALIFYING**

- 1) The 2-day qualifying portion of the event shall consist of sixteen seven (7) board matches using the NABC VP scale. The 1<sup>st</sup> round shall be by random draw with the remaining matches made according to team rank as with the general conditions for Swiss Teams.
- 2) No playbacks will be allowed during the Swiss phase of this event.
- 3) The top 32 teams based upon VP totals after the 16 Swiss qualifying rounds will be allowed to continue to the KO portion of this event. Should there be a tie for 32<sup>nd</sup> place, the tie will be broken as per ACBL regulations.

### **THE BRACKET**

- 1) Bracket seeding will be based on a combination of the team's finish in the Swiss qualifying and the average seeding points of all members of the team. A maximum of 50 seeding points will be credited to any one player. The formula for seeding is as shown below:

The teams will be ranked from highest to lowest Seeding Points. In case of 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.

$$\text{Placement Points} = ((32 - \text{Rank in Swiss}) * 0.75) + ((32 - \text{Seeding Point Rank}) * 0.25)$$

- 2) The teams will be ordered by the formula above. In cases of ties, the tie breaker will be the rank of the team's finish in the Swiss qualifier.

### **CONVENTIONS**

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

### **SCORING AND PLAY**

- 1) The KO portion of this event is a single-elimination knockout, with any fraction of an IMP constituting a win.
- 2) Each match in the KO phase will be 60 boards broken into four fifteen-board segments. The time allowed for each 15-board segment is two hours when played without screens, two hours and twenty minutes when played with screens. Screens will be used beginning with the round of 32, if possible. Should any match end in a tie, an eight-board playoff

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will be played. Should the first playoff end in a tie, continuing four-board playoffs will be played until the tie is resolved.

**SEATING RIGHTS**

- 1) There shall be no seating rights in a play-off.
- 2) In the KO phase, higher ranked (seeded) teams may exercise their seating rights in the first and fourth quarters or the second and third.
- 3) In any segment, the team not exercising seating rights sits down first and the team exercising seating rights team second.
- 4) Replays of pairs are permitted throughout.

**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. 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 the announced game time during the KO phase will be per the General Conditions of Contest for Knockout Teams.
- 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.