

## **Appendix E**

### **Slow Play Penalties for NABC Knockout Teams**

These Conditions of Contest (CoC) may not be changed during the course of an event. Lack of knowledge does not constitute cause for exemption.

#### **SLOW PLAY**

The tournament director (TD) is charged with the responsibility to ensure that each KO match segment finishes within the allotted time. While a time monitor may be employed, the lack of a monitor in no way limits the TD's authority to apply one or more of the remedies listed below. Discretion is expected, as the TD may choose to ignore an occasional minor late finish.

Players are expected to be aware, in a general sense, of time used and time remaining in a segment in which they are playing, regardless of whether a timing clock is in use or a time announcement has been made. An excuse of "no announcement" or "no clock immediately visible" are not acceptable.

The TD may remove one or more boards from a segment. According to Laws 12 and 86, the TD may award either no score (when neither team is more at fault than the other), an assigned score (when a result already exists at one table which the TD wishes to preserve) or an artificial score in IMPs. Every effort will be made to remove boards before they can be played at either table, but not having done so does not preclude removing one or more later.

In consultation with the Director in Charge (DIC), a TD may require that a particular pair not play in a specified segment, not play against a specified pair or not play together as a pair. The foregoing is to be applied only due to egregious circumstances or to unduly repetitious offenders.

The foregoing is stated to make clear the intent that the TD is empowered to take action as deemed necessary to ensure the timely finish of KO segments (and matches).

An appeal of an action taken by a TD with regard to time enforcement may be taken to the DIC, and no further.