

## **CHAPTER XIII – GENERAL TOURNAMENT INFORMATION**

### **E. KNOCKOUTS**

#### **Section 1 – Entries, Withdrawals and Qualifications**

- 1.1 Four, five or six players shall be permitted in all team events of two or more sessions.
- 1.2 A team or teams wishing to play up in a Bracketed Knockout (KO) event shall be accommodated unless the upper bracket is full (e.g., 16 teams playing in a four- session knockout).
- 1.3 A five- or six-person team may enter a KO event at a tournament with one or two of its members not having the intent to complete the event with the following restrictions: In a seeded knockout, the players intending to withdraw must not appreciably affect the seeding or strength of the team. In a random draw, the players intending to withdraw must not appreciably affect the strength of the team. Those players withdrawing from the KO may not compete in any simultaneous ACBL sanctioned championship event at any site. Those players that withdraw will not receive any overall awards earned by the team after their withdrawal.
- 1.4 If, because of an emergency, a player withdraws from a team, or is declared ineligible to play further on the team for failure to fulfill the participation requirements established by the Sponsoring Organization, in a Regional or NABC tournament, that player is ineligible to participate in a Regional or higher rated championship being played concurrently with the team event in which his former teammates are still participating. Any such player may only receive match awards or section awards for his participation in the team event.
- 1.5 The Conditions of Contest for all random draw KO events at NABCs shall provide that the draw must be random at each level of the event, even if teams met formerly in three-way matches.
- 1.6 No team may enter a KO unless they have every intention of completing the event. Willful violation of this regulation will be considered a serious offense and subject to disciplinary action. No KO event is finished until there is a clear winner (a tie for first/second place is not allowed).
- 1.7 Teams that choose to forfeit a scheduled match will forfeit all masterpoints earned in the event, will not be allowed to participate in any other ACBL-sanctioned event (at any site) until the final match of the event has been

completed, and may be subject to disciplinary action. However, with the Director's approval, a team may concede a match at half-time (or at the third quarter of a longer match) if they feel they have little chance of winning the match.

- 1.8 Any player that withdraws from a team, without cause, will only be entitled to match awards previously earned. In addition, that player will not be allowed to participate in any ACBL-sanctioned event until such time as his team is eliminated from the event or has completed the event.
- 1.9 Playoffs for additional overall positions may be held in the following cases:
  - a. When there are eight teams in the event (or when an event of more than eight teams is reduced to four teams in the second round), there may be a playoff between the two teams losing the second match for an award equal to that for 3/4 overall.
  - b. When there are 16 teams in the event (or when an event of more than 16 teams is reduced to eight teams in the second round), there may be a playoff for an award equal to that for 5/8 overall. Two, three or four teams may participate as they choose with matches being determined by random draw.
  - c. When there are 32 teams in the event (or when an event of more than 32 teams is reduced to 16 teams in the second round), there may be a playoff for an award equal to that for 9/16 overall. Two, or more teams may participate as they choose with matches being determined by random draw.
- 1.10 To be eligible for the award in the playoff described in subsection 1.9 above, a player must play at least half of the boards in that match (excluding any tie-breaking boards).
- 1.11 Net IMPs won and lost will be used to determine the leader or winner of each match. A team's net IMPs won is the gross IMPs won in play less any tardiness or slow play penalties assessed to that team. A team's net IMPs lost is the gross IMPs lost in play less any tardiness or slow play penalties assessed to the opponents.

In three-way matches, if the standings are 1-1-1, the tie will be broken by IMP Quotient. The "IMP Quotient" for a team is the sum of the net IMPs won in both pairings divided by the sum of the net IMPs lost in both pairings.

## **Section 2 – Non-Playing Captains**

- 2.1 A playing or non-playing captain may be designated by teams in KO events. He must be available at the tournament site. Such designation does not carry forward to subsequent events. The Director-in-Charge shall be notified of such selection.
- 2.3 Teams in KO events may name a non-playing captain at any stage of the event. The Director-in-Charge shall be notified of such selection in writing and the notification must be signed by the previously designated captain.
- 2.4 Non-playing captains may not kibitz their own teams.

## **Section 3 – Handicapping**

- 3.4 The formula for computing the handicap in handicapped KO team games shall be  $N \text{ times } \log_{10} [(40 + \{L/2\} + H)/(40 + \{L * 3/2\})]$ , where

N = the number of boards per match

H = the average masterpoint holding of all team members for the team with more masterpoints per member

L = the average masterpoint holding of all team members for the team with fewer matchpoints per member.

Upon written application, ACBL management may approve handicapped events with a different handicap formula. In the absence of a written application, only the above formula may be used.

- 3.5 For purposes of handicapping, no team whose average masterpoint holding is greater than 5,000 masterpoints per member will receive any handicap. For purposes of giving handicaps, two options are possible:
  - a. (DEFAULT) A team with an average greater than 5,000 masterpoints per member will continue to give handicaps to teams with less than 5,000 average on the basis of their actual average.
  - b. (SPONSOR OPTION) For all handicapping purposes, once a team achieves an average of at least 5,000 masterpoints per member, its average is 5,000.

## **Section 4 – Masterpoint Awards**

- 4.1 In KO events when teams have not won two matches but would otherwise have qualified for overall awards, play-off matches may be held to determine specific

overall placings. Masterpoint awards for those teams that thus win a second match will be in accordance with ACBL formulas for overall awards.

- 4.2 In Flighted KOs, where Flight B awards would equal or exceed the awards for Flight A, it is mandatory that Flight B be divided, at random, into two or more divisions of approximately equal size.
- 4.3 In National-rated KO events held without extended round robin qualification, teams which receive a bye will be required to win the next match, and the depth of the overall awards is limited to one-half of the second day qualifiers.

<u># of teams qualifying for day 2</u>	<u># of overall awards</u>
8 teams	1 <sup>st</sup> - 4 <sup>th</sup>
16 teams	1 <sup>st</sup> - 8 <sup>th</sup>
32 teams	1 <sup>st</sup> - 16 <sup>th</sup>
64 teams	1 <sup>st</sup> - 32 <sup>nd</sup>

See Appendix 13-B: Masterpoint Awards, Rules and Regulations

### **Section 5 – Non-NABC+ National-rated Knockouts**

- 5.1 The first-round bracketing for non-NABC+ National-rated KO events will be adjusted such that with odd numbers of teams there will be no bye. The bracket will have one all day three-way match with two survivors in place of the bye.

### **Section 6 – Knockout Playoffs and Knockout Consolation Events**

- 6.1 In a four-session KO, playoffs for 5-8 will no longer be permitted.
- 6.2 In the case of a three-session KO event with exactly 7 or 8 teams within the bracket, a playoff for a clear third overall ranking is permitted.