

2020 ABF On-Line Youth Tournament

Supplementary Regulations

1. General

1.1 The Australian Bridge Federation Incorporated (ABF) is the regulating authority for the Australian Online Youth Tournament (AOYT) in accordance with ABF Tournament Regulations (ABF TR), and Systems Regulations as applicable, as augmented by these Supplementary Regulations.

1.2 The venue is Bridge Base Online (<https://www.bridgebase.com/v3/>).

1.3 The AOYT will run from June 26 to July 26, 2020: The scheduled starting times for each match will be determined by mutual agreement between the respective NPCs. The agreed upon schedule should then be lodged with the Tournament Organisers prior to the start of the first round-robin.

1.4 Mobile telephones, iPads and other electronic communication equipment outside of what is being used to play the match, may not be consulted or used during the session.

1.5 Expressions used here that have not been assigned a specific definition will be interpreted by referring first to the ABF Tournament Regulations, thereafter to the Laws of Duplicate Bridge, 2017, and finally to their ordinary English meaning. In the event of doubt or dispute, the decision of the CTD shall be final and conclusive.

2. Officials

2.1 The Tournament Organisers are Leigh & Bianca Gold.

2.2 The Chief Tournament Director is Leigh Gold

2.3 The Reviewer for the AOYT is Laurie Kelso

3. Eligibility

3.1 Youth players, as defined in 3.2, may represent a home State or an adoptive State (in which they have resided continuously for a period of three months or for the majority of a discontinuous period of four months), provided that they are members of the ABF Youth Club or a club affiliated to that State.

3.2 To be eligible for events restricted by age youth players must be born on or after 1-1-1995, except as authorised by the ABF Youth Committee.

4. Systems

4.1 GREEN, BLUE and RED systems and BROWN STICKER conventions are permitted. YELLOW systems are not permitted.

4.2 For the AOYT, complete systems must be submitted to the Tournament Organisers before 4.00pm, Wednesday June 24, 2020. Systems should be submitted as electronic files using the

ABF Standard System Card Form. A maximum of four A4 pages of supplementary sheets may be included for any one system.

4.3 Each team is restricted to a maximum of four submitted system cards.

5. Correction Period and the Time to Request a Director's Ruling

5.1 For the AOYT, the Correction Period (Law 79C) for each session expires at the later of 30 minutes after the scores are made available for inspection or at the commencement of the next session, except when the next round/stanza/session is scheduled to commence within 30 minutes. In that case the Correction Period for the later session applies. For the last session of a stage of an event, the Correction Period expires 30 minutes after the scores are made available for inspection.

5.2 The time to request a Director's Ruling (Law 92B) expires 30 minutes after the scheduled finishing time of the session, unless the next round/stanza/session is scheduled to commence within that period. In that case it is extended to 30 minutes after the conclusion of the next round/stanza/session.

6. Partnership Alterations

6.1 A State may alter partnerships provided that the altered partnership plays a system which has been submitted pursuant to 4.2 or a system which the CTD considers is sufficiently natural as to cause no disadvantage to the opposition through lack of previous disclosure.

7. Qualifying Stage

7.1 The Qualifying Stage will be a double round robin consisting of 16 board matches.

7.2 The Draw (including Team numbers) will be made available after the close of entries on June 22.

7.3 Teams will retain their team number throughout the Qualifying Stage.

7.4 The Draw for 6 teams is:

Round			
1 & 6	6 v 2	4 v 1	5 v 3
2 & 7	5 v 2	4 v 6	3 v 1
3 & 8	1 v 5	2 v 4	6 v 3
4 & 9	2 v 3	4 v 5	6 v 1
5 & 10	1 v 2	3 v 4	5 v 6

The Draw for 7 teams is:

Round	Bye			
1 & 8	1	5 v 2	6 v 3	7 v 4
2 & 9	2	1 v 7	3 v 5	4 v 6
3 & 10	3	6 v 1	7 v 2	5 v 4
4 & 11	4	1 v 5	2 v 6	3 v 7
5 & 12	5	4 v 1	3 v 2	7 v 6
6 & 13	6	1 v 3	2 v 4	5 v 7
7 & 14	7	2 v 1	4 v 3	6 v 5

7.5 In the first round robin the second numbered team in the draw sits first. In the second round robin the team that sat first against its opponent in the second round robin match sits last against that team.

7.6 The team's non-playing captain is responsible for notifying the opposing NPC of the seating positions of his players, together with the system being played if more than one has been submitted. The first numbered team in the draw will sit NS in the Open Room and EW in the Closed Room and also has 'choice' (i.e., the first numbered team sits second). The exchange of seating information must be completed at least 30 minutes before the scheduled time of commencement of play.

7.7 All first round robin matches must be completed prior to July 10. The deadline for the completion of the second round robin is July 20. A team may not commence the second round robin until they have completed all their first round robin matches.

7.8 Scoring for each match in the round robins is net IMPs converted to VPs using the WBF 16-board scale.

7.9 13 VPs and 11 IMPs are awarded for a bye.

7.10 After a forfeit, the non-offenders receive 13 VPs, adjusted at the conclusion of each round robin to the highest of 13 VPs, the team's average VP score for completed other rounds, and the complement of the offender's average VP score for completed other rounds. The offenders score 0 VPs.

8. Finals

8.1 To be eligible to play in the Final, a player must have played in at least 2 matches in the Qualifying Stage in a single round robin or 4 matches in a double round robin. To be eligible for classification of title-holder, a member of the winning team must have played at least one stanza in the Final

8.2 The higher placed team from the Qualifying Stage will have an IMP carry-over into the Final equal to 10% of the VP margin between the teams at the conclusion of the Qualifying Stage. The carry-over is not rounded.

8.3 The two leading teams play a 48 board final, played in four 12-board stanzas.

8.4 Seating rights: The higher placed team chooses the stanza in which they wish to have choice of opponents. The other team then chooses from the remaining stanzas the one in which they wish to have choice of opponents. This choice alternates for any remaining stanzas.

9. Ties

9.1 A tie occurs when two or more teams have the exact same number of VPs.

9.2 Ties are broken after each round robin by the number of wins in VPs, then net IMPs, then lot.

9.3 Ties in the Finals are broken by removal of carry-over. If still tied, the title will be shared.

10. Entries, Augmentation and Substitution

10.1 There are no entry fees.

10.2 Full registration details must be submitted by email to the Tournament Organisers no later than June 22, 2020.

10.3 Each team shall consist of a maximum of 6 players plus a non-playing captain

10.5 Each State must supply the following player information:

- Given (first) Name and Family Name (surname)
- BBO user name
- ABF Number
- Email address

The name and contact details of the non-playing captain must also be included (please supply both an email address and a mobile number).

10.6 With the consent of the CTD, a team may augment to a maximum of 6 players up until the end of the Augmentation Time. The Augmentation Time for the event expires at the commencement of the second round robin.

10.7 The CTD may approve substitutions at any stage of the event. Substitutes must fulfil the eligibility criteria (see 3.2). The number of substitutions permitted is limited to four matches/stanzas per team; with a further limitation of two matches per round robin. In addition, the CTD may allow emergency substitutions for substantial cause and may impose any conditions in doing so and may take whatever other action is considered necessary to keep the event in motion.

11. Fair Play Policy

11.1. All teams must complete their full roster of matches, irrespective of their current standing in the tournament.

11.2. Any deliberate contravention of these regulations (including those requirements laid down in Appendix A) will be subject to penalty, and may also attract further disciplinary action from the ABF.

Appendix A

General BBO Requirements

- All matches will be played using computers/laptops, not mobile phones or iPads/tablets.
- Each team member must play from a different location (i.e., it is forbidden for a pair to play from the same location) unless prior arrangements have been made by the relevant State Associations to physically monitor each individual player.
- Live results must not be available to the players during the session (i.e., they will be hidden, using the relevant BBO features).
- Players may only communicate with each other during the session via the BBO software. However in the specific case of a disconnection they may attempt to contact their NPC via some other means.
- NPCs may use their phones to engage with the opposing NPC or for the purpose of dealing with connectivity issues.
- The NPC is the official representative of the team and as such all team communications should be effected through the NPC.
- Opposing captains must agree the result after each match/stanza and confirm that it agrees with BBO.
- The results of each match shall be reported to the Tournament Organiser within 24 hours of its completion.
- State Associations may impose additional requirements upon their own representatives, should they deem them appropriate to the security and overall integrity of the tournament.

Setting up the match in BBO

- The NPC of the home team is responsible for the set-up of the match whilst adhering to the parameters outlined below. The other NPC should check that the setup is correct and offer general help and support.
- The information about the seating of specific players should be exchanged between the two Captains at least 30 minutes prior to the start of the match.

Specific BBO Parameters

- BBO generated deals shall be used for all matches (check option).
- Barometer scoring is not to be used (uncheck option).
- 'Un-dos' are not permitted (uncheck option).
- 'Silent' kibitzers are allowed (check option).

Rulings:

- If a ruling is required the NPCs may, in the first instance, attempt to solve the problem between themselves.
- If after discussion the two NPCs are unable to resolve the issue, the next step will be to send an email containing all the relevant facts (as agreed to by both NPCs) to the CTD.

- The subsequent decision of the CTD (in consultation with the Reviewer) will then be final.
- An on-line TD will be appointed for the last stage of the Tournament.

Disconnections

- If a player is disconnected for any reason and is unable to re-join the match within 15 minutes, the match will be terminated, unless both NPCs agree to extend this time limit.
- The NPC of the player who was disconnected should contact the player directly and make every reasonable effort to continue the match.
- If there are eight (8) or more valid board comparisons at the point when the match is terminated, the result of the truncated match shall stand.
- If there are less than eight valid board comparisons, the result will be voided and the entire match will need to be rescheduled. Any rescheduled match must also be of 16 boards duration.
- If the match can't be rescheduled, then an artificial result of 13-7 VPs will be awarded in favour of the non-offending side.