

## 2016 WBL ROUND ROBIN

### Conditions of Contest

**EVENT:** The **A/X** event is open to all players and has two strats. The A Flight consists of all teams entered. The X Flight is open to any team on which no player has over 4000 master points. X eligible teams may elect to opt out of the X Flight by notifying the Round Robin Coordinator. The **B/C** event is open to all players with fewer than 2500 master points. The B Flight consists of all teams entered. The C Flight is open to any team on which no player has over 1000 master points. Flight B/C is a separate event and not part of A/X.

**Team membership:** Teams may consist of four, five or six players, and must designate a Captain. Once the entries have been closed, no fifth or sixth member may be added without the specific approval of the Round Robin (RR) Committee. Reasonable additions will be allowed. Teams are encouraged to have more than 4 members in order to make scheduling easier.

**CONTACTS:** All scheduling issues, notification of scheduled matches and reporting of match results and players (for 5 and 6 man teams) should be directed to the event coordinators. See below for information on reporting complaints and concerns and approval of substitutes.

The Coordinator for the **A/X** event is **Steve Robinson**. He can be reached at 703-379-4371 or by email at [robinswr@erols.com](mailto:robinswr@erols.com).

The Coordinator for the **0-2500** event is **David Marshall**. He can be reached at 301-320-6057 or by email at [ldajmarshall@msn.com](mailto:ldajmarshall@msn.com).

Issues not relating to the scheduling and playing of matches or regarding the approval of substitutes should be directed to **Barbara Doran**, Chair of the Complaints Committee, at (301) 608-0347 or by email to [barb.doran@verizon.net](mailto:barb.doran@verizon.net). If she cannot be reached, another sub-committee member should be contacted. See Complaints and Concerns below.

**Substitutions:** Requests for substitutions should be directed to **Barry Falgout** by email to [fraznoid@yahoo.com](mailto:fraznoid@yahoo.com) or by phone at 240-506-2455.

If the correct contact person cannot be reached for an urgent matter another Committee member should be contacted. A list of Committee members and their contact information can be found at the end of this document.

**COMPLAINTS AND CONCERNS:** Any complaints or concerns should be addressed to the Complaints Committee:

Barbara Doran    [barb.doran@verizon.net](mailto:barb.doran@verizon.net)    301-608-0347

Barry Falgout [fraznoid@yahoo.com](mailto:fraznoid@yahoo.com)  
Richard Ferrin [rferrin@mac.com](mailto:rferrin@mac.com)

240-506-2455  
202-321-5288

**CAPTAIN'S RESPONSIBILITIES:** These include:

1. Knowing the Conditions of Contest.
2. Payment of the entry fee at the time entries are submitted (\$50 in A/X, \$40 in the 0-2500;
3. Arranging as early as practical with all other Captains the date, location, and starting time of all matches;
4. Ensuring that at least 12 boards with cards and eight bidding boxes are on hand;
5. Payment of any supplemental fee to any participating Club Manager in the amount agreed upon in advance for the use of the Club's facilities;
6. Agreement prior to start of play upon the minutes of lateness, if any; and
7. All official team communication with the Coordinator or Committee, including reporting of scores, appeals, claims of forfeit, requests for modification of team membership or Captaincy, and proper advance notice of all matches including the dates locations and official starting time. This notification should be sent to the Coordinator, not to a Committee member. The *match results and the lineups* must be ***emailed or phoned*** to the Coordinator within 48 hours of the completion of each match. **Continued failure to meet these standards could result in penalties as determined by the Round Robin Committee. If one team reports the scores and the other team does not, no penalty shall be imposed on the non-reporting team. The Coordinator will assume the reporting team properly reported the score.**

**Team Members' Responsibilities:** Since reporting correct results to the Coordinator is important, any team member is allowed to report ***the result and the lineups*** of their match. This will ensure that credit for the match would be given.

**LENGTH OF MATCHES:** Matches will be of 12 uninterrupted boards. Each team will play two matches (double matches) against the other teams in its league. The IMP margin of each 12-board match will be converted to Victory Points using the following scale:

<b>IMP Différence:</b>		<b>Victory Points:</b>		
Exact ties	--	10/10; 01-03 IMPs	--	11/9;
04-06 IMPs	--	12/8; 07-10 IMPs	--	13/7;
11-14 IMPs	--	14/6; 15-19 IMPs	--	15/5;
20-24 IMPs	--	16/4; 25-29 IMPs	--	17/3;
30-35 IMPs	--	18/2; 36-41 IMPs	--	19/1;
42+ IMPs	--	20/0.		

**LENGTH OF EVENT:** All teams are placed in leagues in which a complete round robin is played.

**In Flight A/X:** There are 3 5-team leagues. Each team must play the other teams in its league at the rate of three double matches every two months. Flexibility **may** be allowed in meeting the individual deadlines. All teams must complete all their matches by September 1, 2016. Two double matches must be played, and the remainder scheduled by July 31, 2016.

**In Flight B/C:** There is one 6 team league. Each team must play the other teams at the rate of three double matches every two months. Flexibility **may** be allowed in meeting the individual deadlines. All teams must complete all their matches by September 30, 2016. Two double matches must be played, and the remainder scheduled by August 15, 2016.

There may be a grace period of 7 days after the final deadline in which teams **may** complete all matches, **PROVIDING** the dates have been established prior to the scheduling deadline, **and** the Coordinator informed of the scheduling problems.

**A one-VP penalty per match per week late WILL be assessed against the final total score of any team failing to schedule and play the double matches as published above.** Any scheduling difficulties must be discussed with the Coordinator or, in his absence, a Committee member prior to the deadline.

**ORIGINAL SEEDING:** League formation is done by the Round Robin Committee. Teams are placed in seeded order based on the subjective judgment of the Committee members. When teams are judged equal in ability, their positions will be drawn by lot. Once the teams have been placed, some teams may be moved around. Because of the long match format of this event, major consideration is given to a team's results in prior long match events, especially the WBL Round Robin and Knockout. Teams may also be moved so that spouses or significant others are not placed in the same league. X teams will be distributed evenly among the leagues.

**SCHEDULING:** All Captains are encouraged to schedule and play all of their matches as soon as possible. If agreement between two opposing Captains cannot be reached, the Coordinator, in consultation with the RR Committee is to set the date and location of the matches. Our Unit Game facilities are available any Thursday evening during this period; a fee will be charged for the use of these facilities; Chris Miller ([wblmanager@gmail.com](mailto:wblmanager@gmail.com) or (301) 318-6083) must be notified in advance.

**LINEUP PROCEDURES:** The Captain of the seeded team (higher on the list of teams) will have the choice of opposing pairs for the first match during the RR portion of the event; the lower seeded team Captain will have the choice of opposing pairs for the second match. These options cannot be waived. Except for emergencies or illness, no change of players will be permitted during the 12-board match. During the KO playoff matches, the seeded team may choose which half to exercise its rights. **NOTE:** In home-played matches, the host-person shall be given the privilege of choosing the location (room) where he is to play; this shall not affect those rights outlined above.

**TARDINESS:** Arriving late to a match is a discourtesy to your teammates and opponents. The section below describes the penalties for lateness. These penalties may be appealed to the RR Committee, but are not subject to discussion by the participants.

Such discussion can only further delay the match and cause increased penalties. The only appropriate discussion of tardiness is that the team Captains should agree on the time that each team was prepared to begin play. The offending team's Captain must (and the non-offending team's Captain may) report the lateness with the match results.

**DEFINITION OF STARTING TIME:** The starting time of a match is defined as either the scheduled starting time, as sent in writing to the Coordinator before the match, or the time at which four members of one team are ready to begin play (defined as ready to sit at the table, (decide who plays against whom), shuffle boards and discuss defenses to opponent's methods), whichever is later.

For example: Suppose the scheduled starting time is 7:30. If all four members of team A are there by 7:30, that is the starting time for team B. If the last member of team A arrives at 7:32, then 7:32 is the new starting time for team B. If the last member of team B arrives 11 minutes after team A's starting time, he is (1) minute late. There is a 10 minute grace period.

**Lateness Penalties:** A penalty of three IMPs per each five minutes or fraction thereof after the first ten minutes of lateness with a maximum of 18 IMPs with a minimum of 1 VP assessed against the late-arriving team. The non-offending side receives benefit of the penalty for master points and match win-loss results for tiebreakers. The non-offending side will not gain any additional Victory Points. The non-offending team may not waive the penalty, but the offending team may appeal to the Committee in order to get the penalty reduced because of extenuating conditions. The RR Committee will decide the appeal. If one 12-board match is played, the penalty is applied to the match not played.

**Forfeiture:** If a team is over 40 minutes late, the opposing Captain should call the Coordinator or in his absence, a Committee member, to report the occurrence. An attempt shall be made to reschedule both matches in which case the offending team will be assessed an 18 IMP (minimum 1 VP) late penalty for the first match. If the teams are unable to reschedule the match(s) after a sincere effort, the non-offending side will be declared the winner of one or both matches by forfeit.

The intent of the Committee is to hold matches, and every effort will be made to have a match played rather than declared a forfeit. The Committee expects full cooperation from all teams in accomplishing this aim. In the event of unavoidable forfeiture, as declared by the Committee, the Victory Points will be assigned as follows: if both teams are deemed at fault, zero VPs will be awarded to each; if one team is deemed at fault, the non-offending team will receive the highest of the following three possibilities, to the nearest whole number: (1) 60% of the available VPs (12 VPs), (2) the average result of its matches, or (3) the inverse average result of the opposing team's matches. Possibility #3 may be applied only if the forfeiting team is below average in terms of VPs. This

formula is applied at the end of the Round Robin phase. Any forfeit may result in loss of all master points won in the event.

**SLOW PLAY:** Play is expected to progress at the rate of 7-1/2 minutes (or less) per board, or one hour and 38 minutes per 12 boards. Complaints of slow play may be made to the Coordinator in writing when reporting the scores.

**SUBSTITUTES:** A team must field at least three registered members unless special Committee approval is granted. If a substitute is needed, the Player Evaluation Subcommittee (PES), headed by Barry Falgout (<[fraznoid@yahoo.com](mailto:fraznoid@yahoo.com)> or 240-506-2455) must approve the substitution. The substitute should not improve the team by partnership or ability, nor should he substantially weaken the team. A substitute may not be a member of another team still playing in this Round Robin. As a matter of courtesy, attempts should be made to notify the opposing team Captain. The opposing Captain may not appeal an approved substitution.

If the PES cannot be reached a Committee member must be notified of the proposed substitution.

**SMOKING:** This event is non-smoking unless both teams agree otherwise. Captains with team members who want to smoke should discuss this with the other Captain in advance. Smoking breaks are permitted.

**QUALIFICATION:** By ACBL rule, in order for a player to receive overall Master point awards, a player must have played at least 50% of the total boards played by the team. Furthermore, in order to compete in the KO-playoff portion of these events, each player must have played at least 50% of the qualifying round boards, unless dispensation has been issued by the Committee. During the KO-playoff phase, a player must play at least half of the total boards played by the team. A player must play half of the final match to receive master points for winning the event.

**TIES:** Ties in VPs will be resolved, if necessary, in a priority sequence as follows: (1) Ties are broken in favor of the team(s) with the better (best) win-loss records. If ties remain, (2) Ties are broken in favor of the team(s) having the highest Victory Point total in a field restricted to the tied teams. If ties remain, (3) Ties are broken in favor of the team(s) with the highest VP total against the other team(s) in its league with the best record. If ties remain, (4) Repeat step #3 until all other teams have been considered. If ties remain, (5) Ties are broken by an official coin flip.

**CONVENTIONS:** Mid-chart conventions will be allowed. Conventions not on the General Convention Chart (GCC) must be pre-alerted and ACBL defenses provided in writing as per ACBL rules. Special carding agreements and treatments must be pre-alerted.

## **PLAYOFFS:**

Playoffs (KOs) are single-elimination matches of 24 boards. If there is a tie, four-board overtime segments will be played until there is a winner. Seeding rights for the first OT segment will be decided by coin flip. Subsequent segments (if needed) will alternate seeding rights. The Coordinator must be notified of the agreed date, time, and location of each KO match well in advance, just as he must be notified regarding regular Round Robin match arrangements. The deadline for the KO phase is December 31st, 2016. No matches may be played after that date.

**Flight A (Open):** There are three leagues. The top three teams from each league (whether A or X) will qualify for the KO phase.

The seeding of the three winners of from each league will be determined by random draw. The three teams will be randomly assigned as the 1, 2, and 3 seeds. The second place team from the 1 seed's league will be assigned seed 6. The third place team from the 1 seed's league will be assigned seed 7. The second place team from the 2 seed's league will be assigned seed 5. The third place team from the 2 seed's league will be assigned seed 8. The second place team from the 3 seed's league will be assigned seed 4. The third place team from the 3 seed's league will be assigned seed 9. Seed 8 will play seed 9 to determine the 8<sup>th</sup> playoff team.

1 will play 8, 2 will play 7, 3 will play 6, and 4 will play 5. The winner of the 1 vs 8 match plays the winner of 4 vs 5. The winner of 2 vs 7 plays the winner of 3 vs 6. The winners of those matches play the Final.

The 8<sup>th</sup> and 9<sup>th</sup> place teams must play their playoff match within two weeks after the end of the Round Robin phase. Subsequent matches must be played within three weeks after the prior round is completed.

**Flight X (0-4000):** There are 6 X teams, 2 in each league. The top X team in each league and the 2<sup>nd</sup> X team with the most VPs will qualify for the KO phase. The team with the highest VP total will play the 4<sup>th</sup> team unless they were in the same league, in which case, the team with the 2<sup>nd</sup> highest VP total will play the 4<sup>th</sup> team (no playbacks). The remaining teams play each other. The first KO match must be played within three weeks after the end of the Round Robin phase. The Final match must be played within four weeks after the prior round is completed.

**Flight B (0-2500):** The top three teams (whether B or C) will qualify for the playoffs. The team finishing 2<sup>nd</sup> will play the team finishing 3<sup>rd</sup> for the right to play the 1<sup>st</sup> place team in the Final.

**Flight C (0-1000):** The top two finishing C teams will play each other for the Flight C Championship.

**RULINGS:** In the case of an irregularity, a Director or Committee member should be called. The Captain or his designee must file appeals of any Director's ruling or any decision of the Coordinator and/or RR Committee in writing, hand-delivered or e-mailed within three days of the match. In order for an appeal to be timely, a Director may be called or notice of intention to call a Director made to the opponents before the start of play at both tables in the next segment, or sixty minutes after the completion of the segment. Such appeals will be promptly forwarded to the appropriate committee for reviews. A member of the RR Committee must approve the membership of any appeals committee. If you need a Director's ruling, you can call Chris Miller at 301-986-9449.

**Appeals without Merit:** Frivolous protests will be penalized by banning any protest by the complaining parties and team Captain for the remainder of the event and in the next Knockout and Round Robin.

**INTERPRETATION OF RULES:** Circumstances may arise which are not covered by these rules or in which a rule has to be interpreted or modified. In these cases, the full Round Robin Committee must be notified. Any decision will be by majority vote of the Committee members who respond within 2 days. Such actions must be documented in writing.

**PENALTIES:** The following procedures apply to all situations where penalties may be imposed.

1. Penalties due to infractions of the rules of bridge (revokes, leads out of turn, etc.) or lateness **may not be waived**.
2. If the Coordinator identifies some infraction that he feels should be penalized, the Coordinator should first discuss the matter at issue with the team Captain to determine if there is some legitimate reason for the infraction.
3. If the Coordinator still believes a penalty should be imposed, after having discussed the matter with the team Captain, the Coordinator shall provide to the Round Robin Committee and the team Captain, via e-mail, a description of the team's alleged infraction and the proposed penalty. Within a week of the date that the Coordinator sent the notice, the team Captain may appeal the Coordinator's decision to the Round Robin Committee. The team Captain shall transmit the appeal via a written explanation to the Round Robin Committee, via e-mail. The Round Robin Committee may request additional information from the team Captain and/or Coordinator, either in writing or orally.
4. If the team Captain does not appeal within a week, the Committee's decision shall be final, with no further notice necessary.
5. If the team Captain appeals, the Round Robin Committee shall transmit its decision to the team Captain via e-mail.

**CONFLICT OF INTEREST:** Committee members should recuse themselves from participating in making decisions on issues before the Committee if they, or their spouses or significant others, would be directly affected by the outcome.

**COMMITTEE CHAIRMAN:**

Dave Ruderman    [davidru\\_999@hotmail.com](mailto:davidru_999@hotmail.com) 301-384-8825

**COMMITTEE MEMBERS:**

Bill Cole	<a href="mailto:colebridge@aol.com">colebridge@aol.com</a>	301-649-1350
		C: 301-602-9024
Barbara Doran	<a href="mailto:barb.doran@verizon.net">barb.doran@verizon.net</a>	301-608-0347
Barry Falgout	<a href="mailto:fraznoid@yahoo.com">fraznoid@yahoo.com</a>	240-506-2455
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